



Date 08/18/14

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board 08/18/14
- Design Board
- Final Board

“Hoots”
1025-196
Final Board



Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

Storyboard by
Andy Ristaino
& Kent Osborne

Animation Studio
RDK

SEP 12 2014

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1025/196

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start

ADVENTURE TIME

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Sc. 01

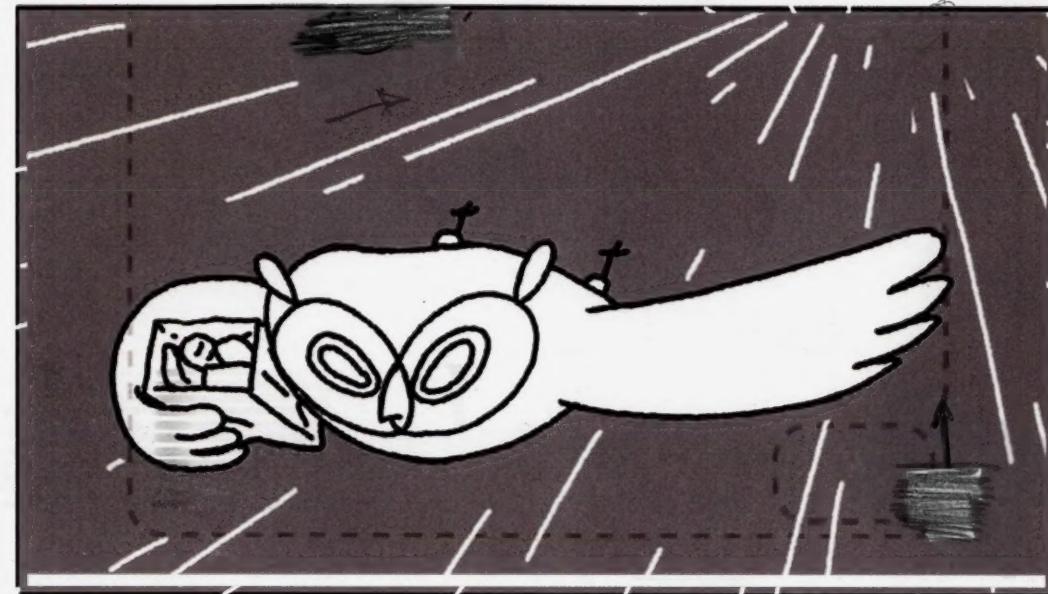
Pnl.

A

Bg.



day night



Sc.

01 cont

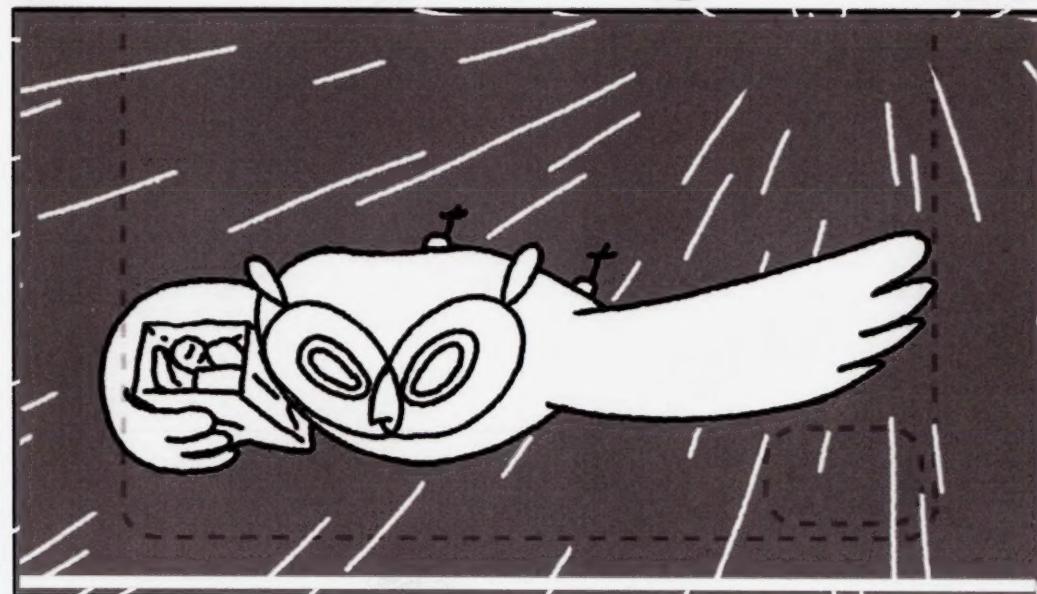
Pnl.

B

Bg.

Page 1

day night



Dialog:



Action: - CO FLIES THROUGH ZIPPING STAR FIELD.

(Reference STAR TREK NEXT GEN warp as seen through interior window.)

(AI)

- Then starts GLIDING.

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Timing:

CO FLAPS a few
TIMES.



Production :

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1025/196

Hu
Cst

1025/196

DO NOT COPY

ADVENTURE TIME

Sc. 02

Pnl. A

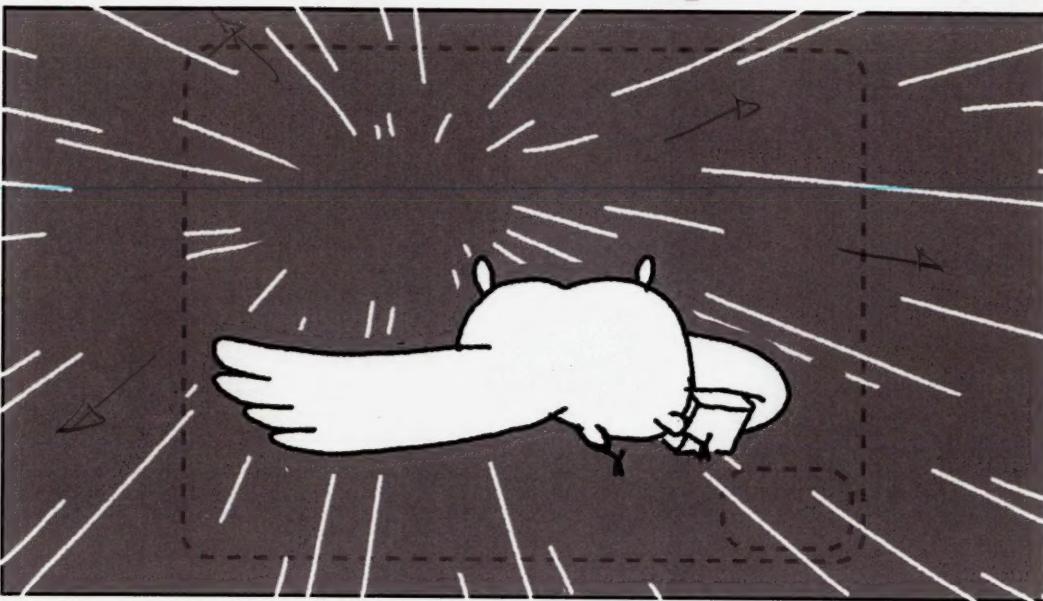
Bg.



day night

Pag. 2

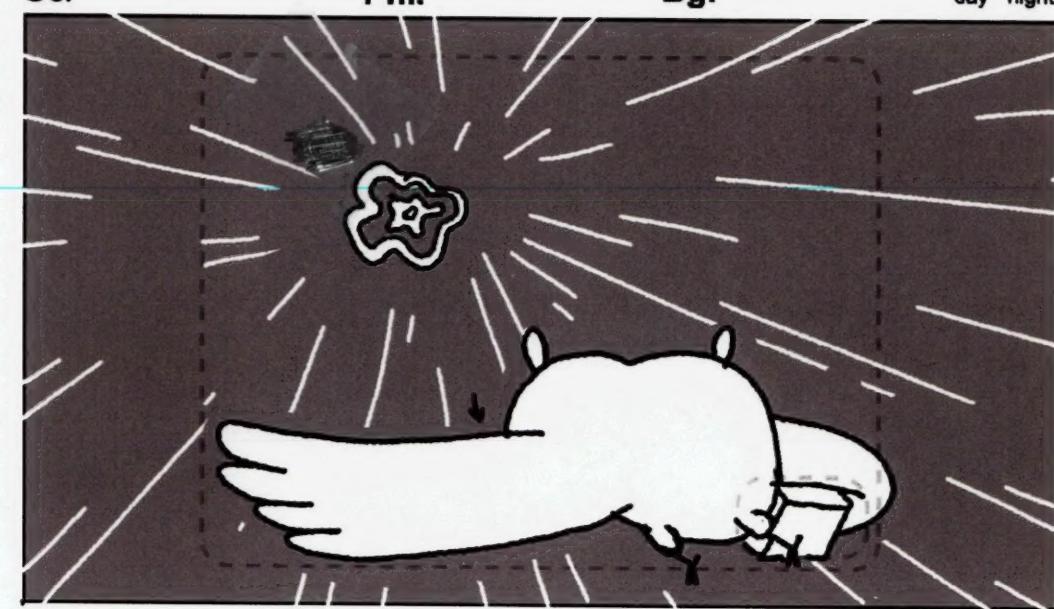
day night



Sc. 02 cont

Pnl. B

Bg.

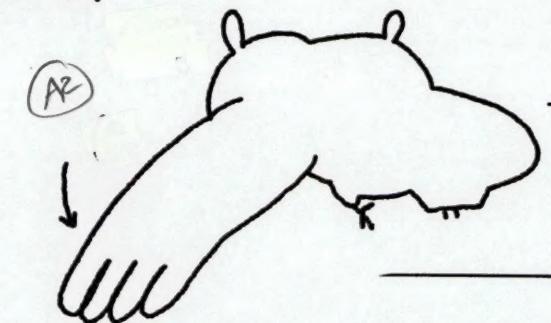
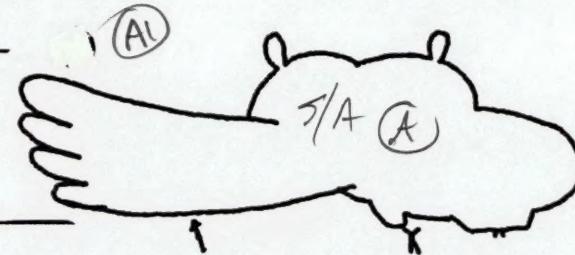


1025/196

Dialog:

Action: CO FLAPS RANDOMLY TO KEEP UP HIS MOMENTUM

Timing:



PORTAL opens.
camera slowly overtakes CO. SEP 12 2014

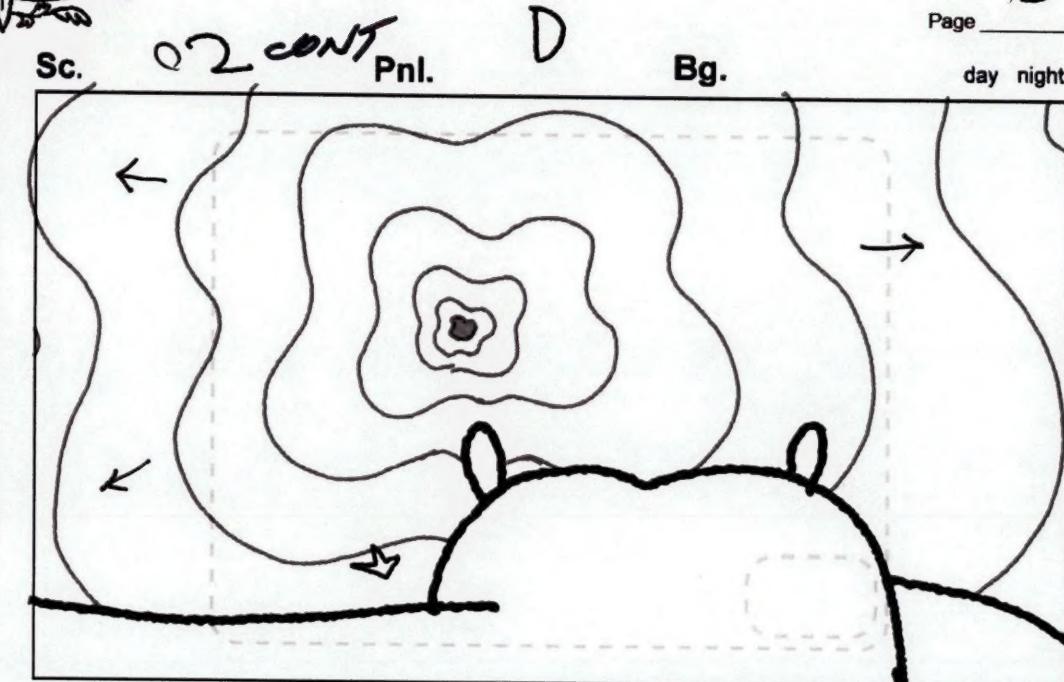
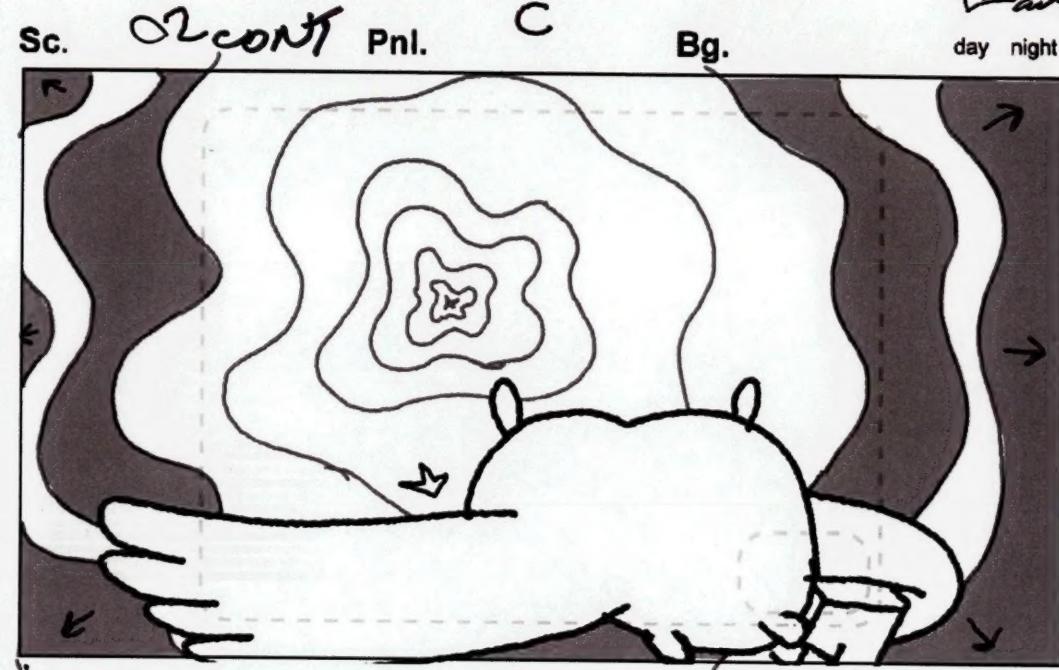
Production :

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1025/196

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Page 3
day night

EPISODE # 1025-196

Production :

1025/196

Dialog:

Action:

- CD keeps drafting towards the camera as he flies through the portal

SEP 12 2014

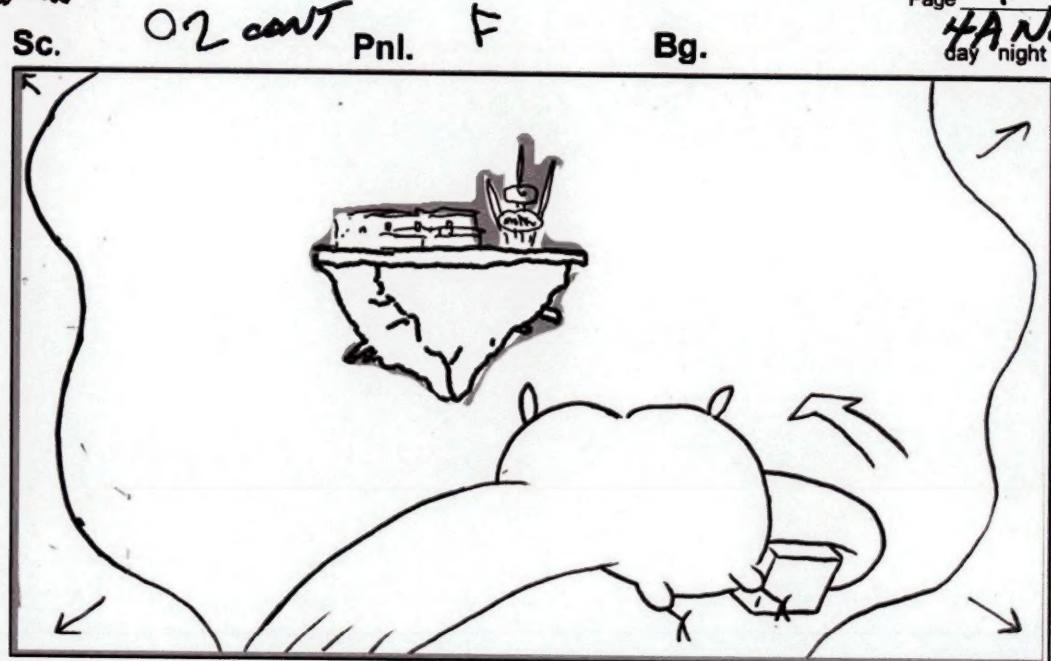
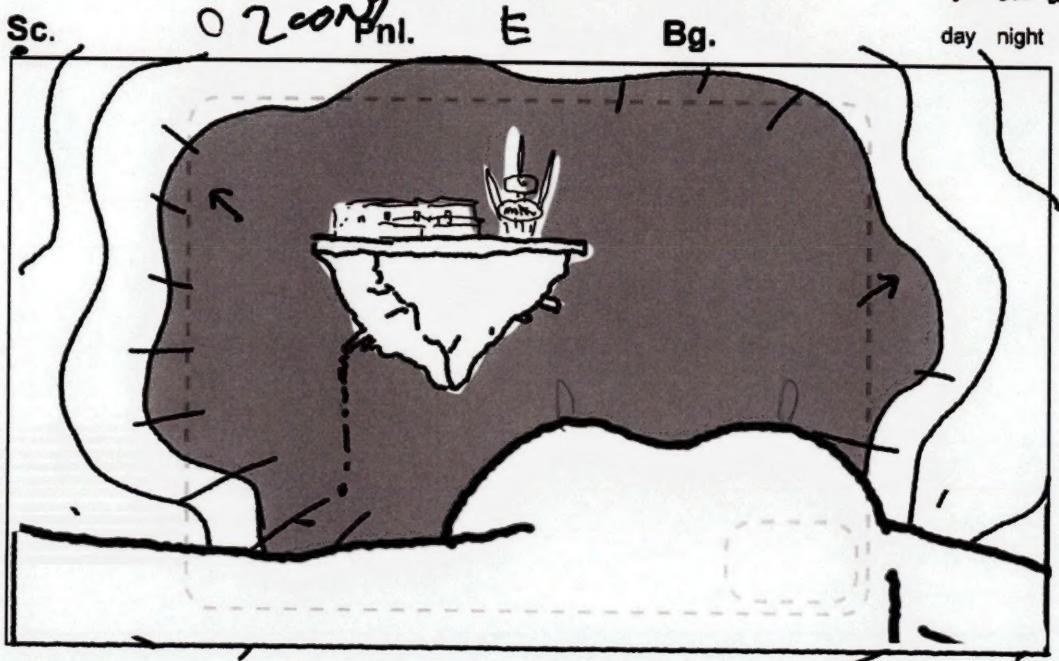
Timing:

1025/196

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Page 4
4 NEXT
day night

EPISODE # 1025-196

1025/196

Dialog:

Action:
- on the other END of the postal TUNNEL.
WE SEE a RUNDOWN MOTEL on a floating ISLAND.

- CO FLIES TOWARDS it.

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Timing:

Production:

1025/196

1025/196

ADVENTURE TIME

Sc.

O2 cont

Pnl. G

Bg.



day night

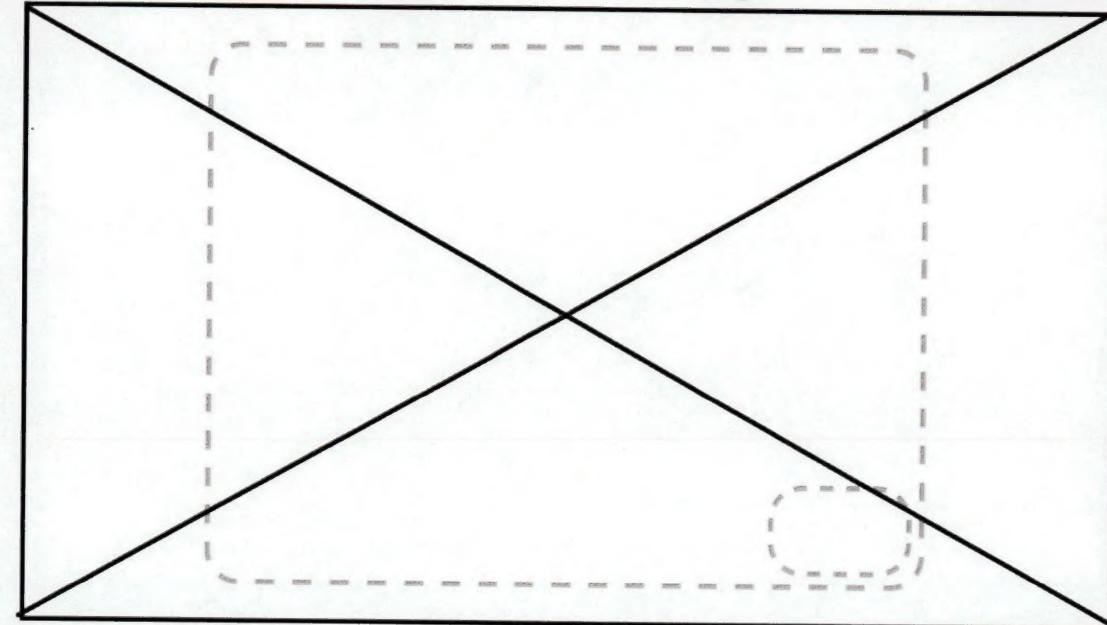
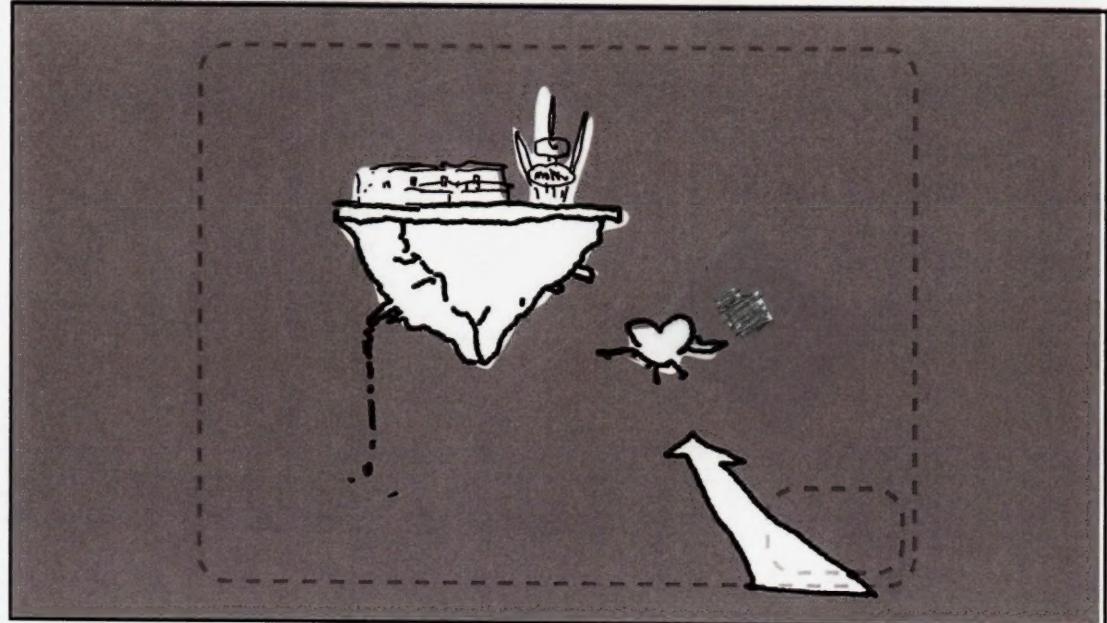
HU Cut

Sc.

Pnl.

Bg.

Page 4A
5 next
day night

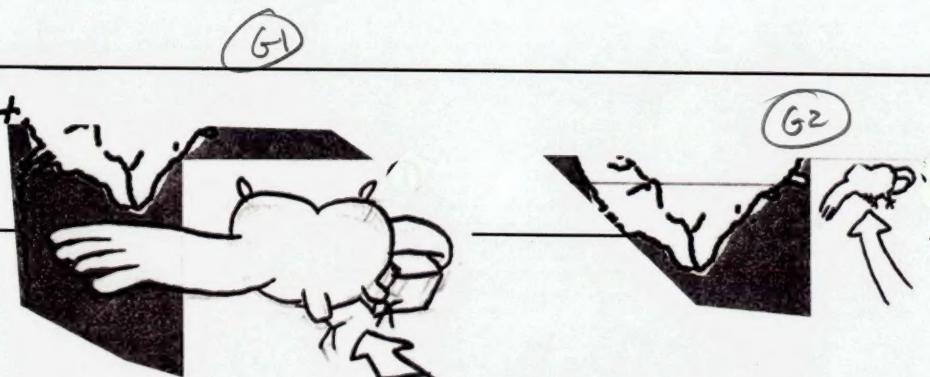


1025/196

Dialog:

Action:

- CO FLIES TOWARDS IT
- CAM MOVE ENDS.



Timing:

EPISODE # 1025-196

Production:

1025/196

1025/196

TC cut

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Sc. 03

Pnl.

A

Bg.

day night



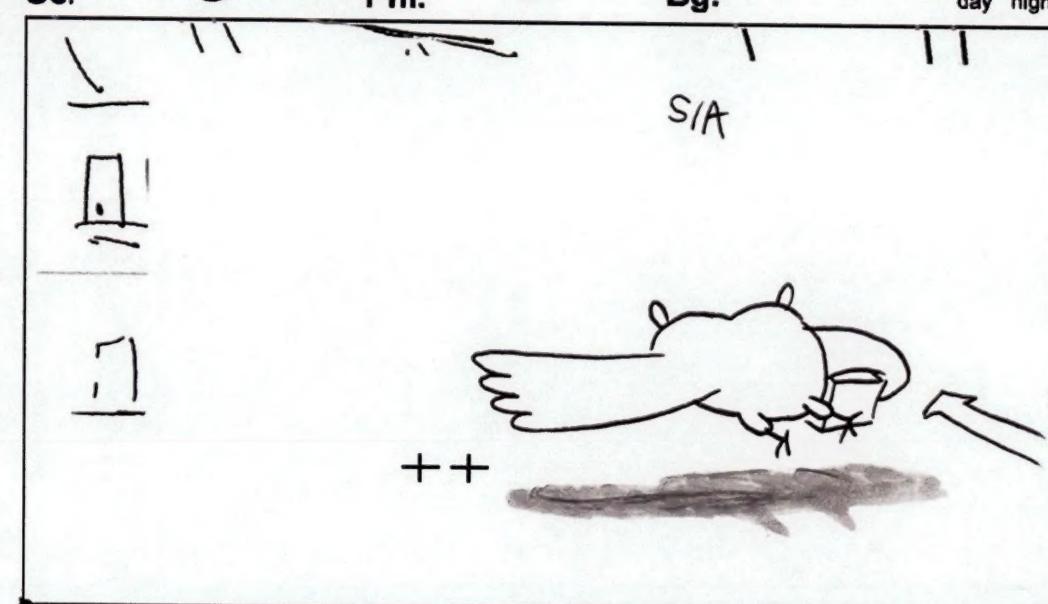
Sc. 03 cont

Pnl.

B

Bg.

day night

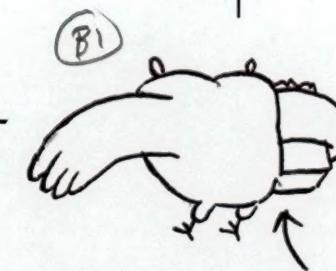


Dialog:

Action:

-CO's shadow flies in.

CO GLIDES in and slows down
FOR A LANDING.



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Timing:

++

SHADOW
SMALLER

1025/196

5

Page

EPISODE # 1025-196

1025/196

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Sc.

03 cont Pnl. C

Bg.

day night



Page

6

day night

Sc.

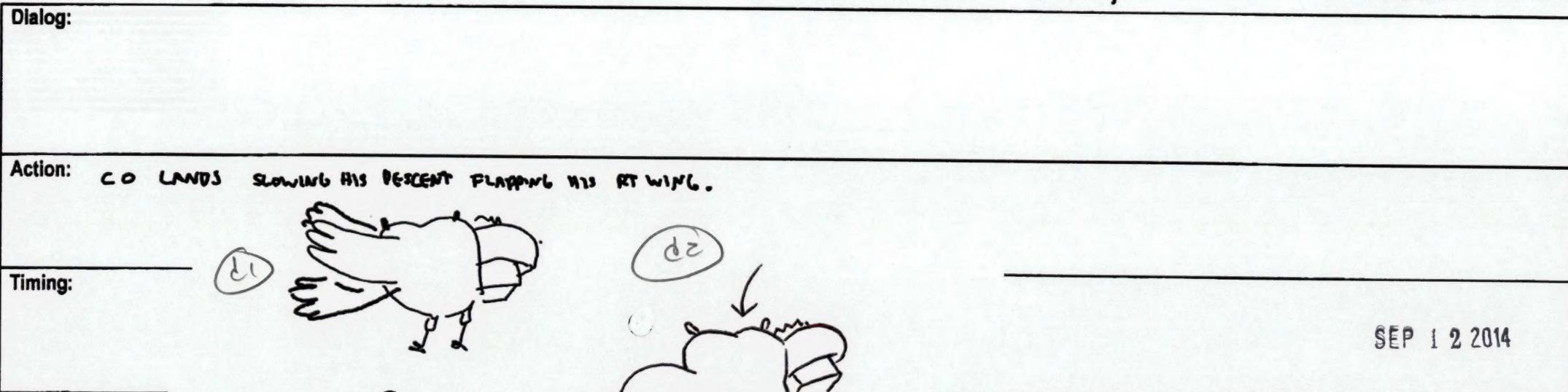
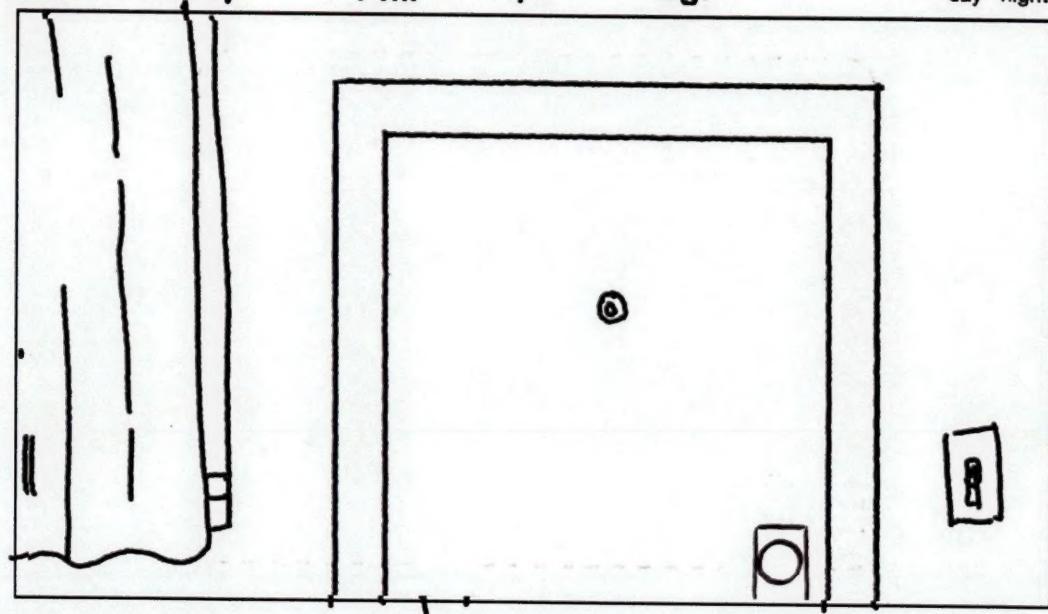
04

Pnl.

A

Bg.

day night



++

++

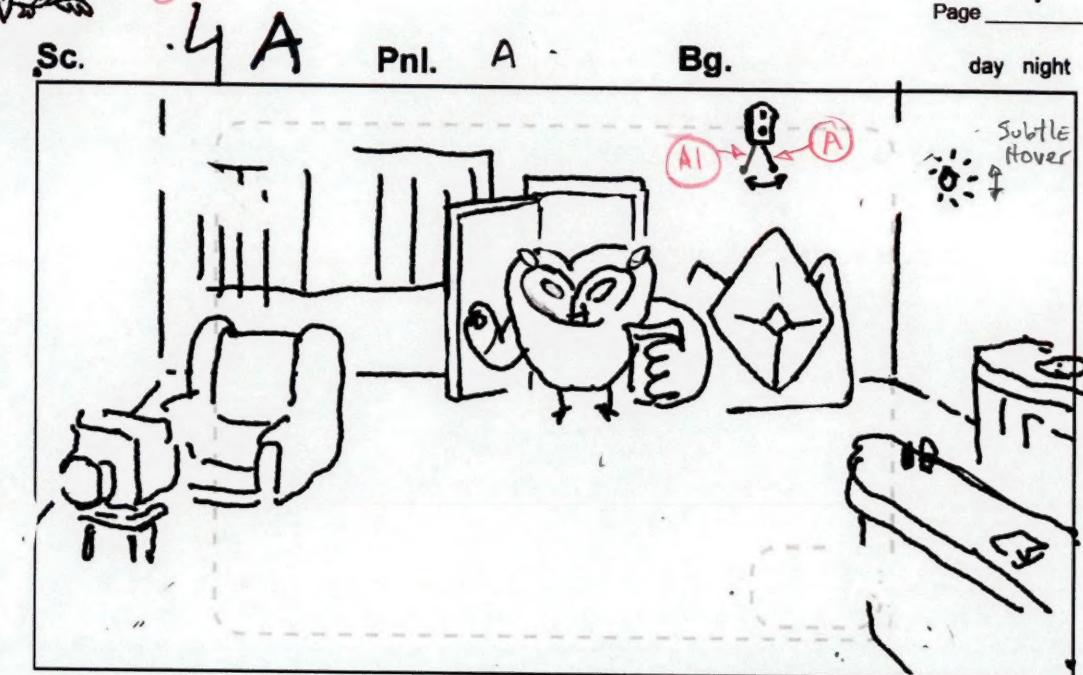
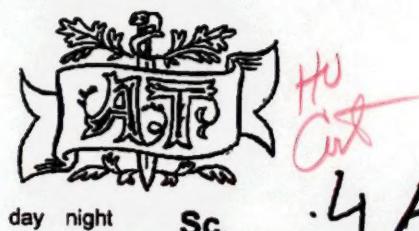
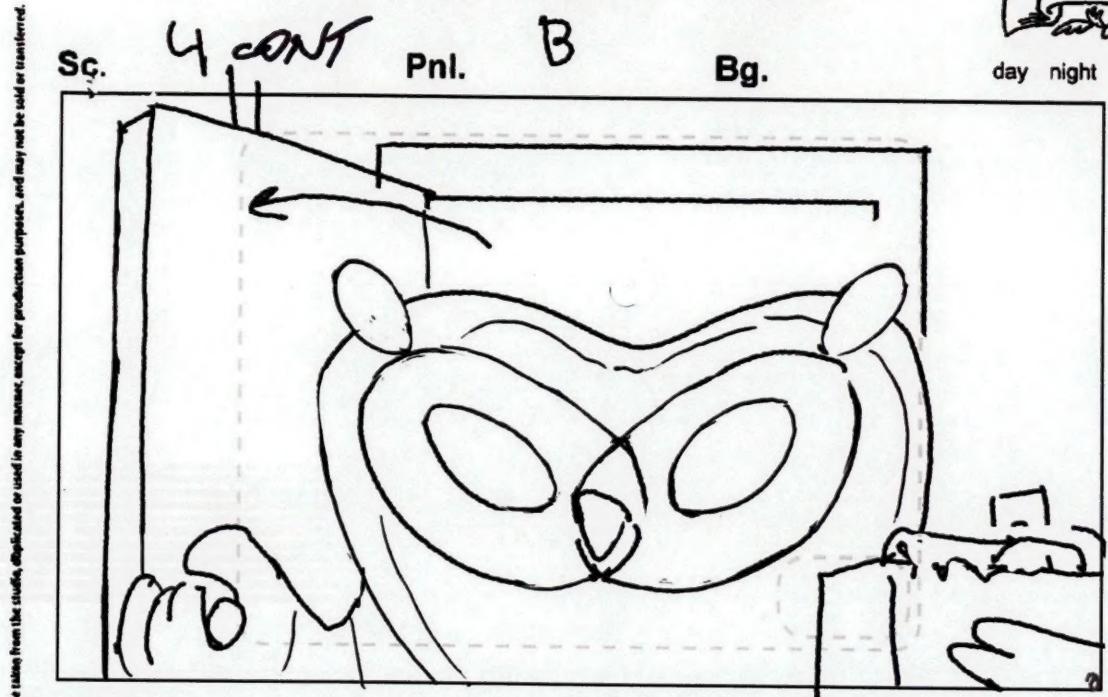
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1025/196



EPISODE # 1025-196

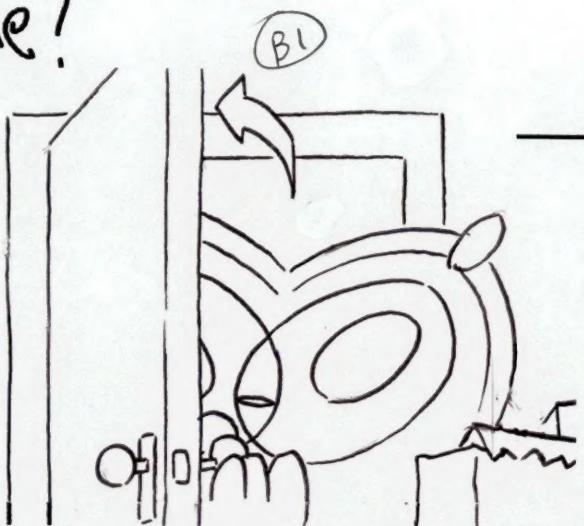
Production :

1025/196

Dialog:
cosmic owl / I'm Home!

Action:
door opens!

Timing:



SFX: * CLOCK TICKING *

-CUT WIDE TO EMPTY APARTMENT.

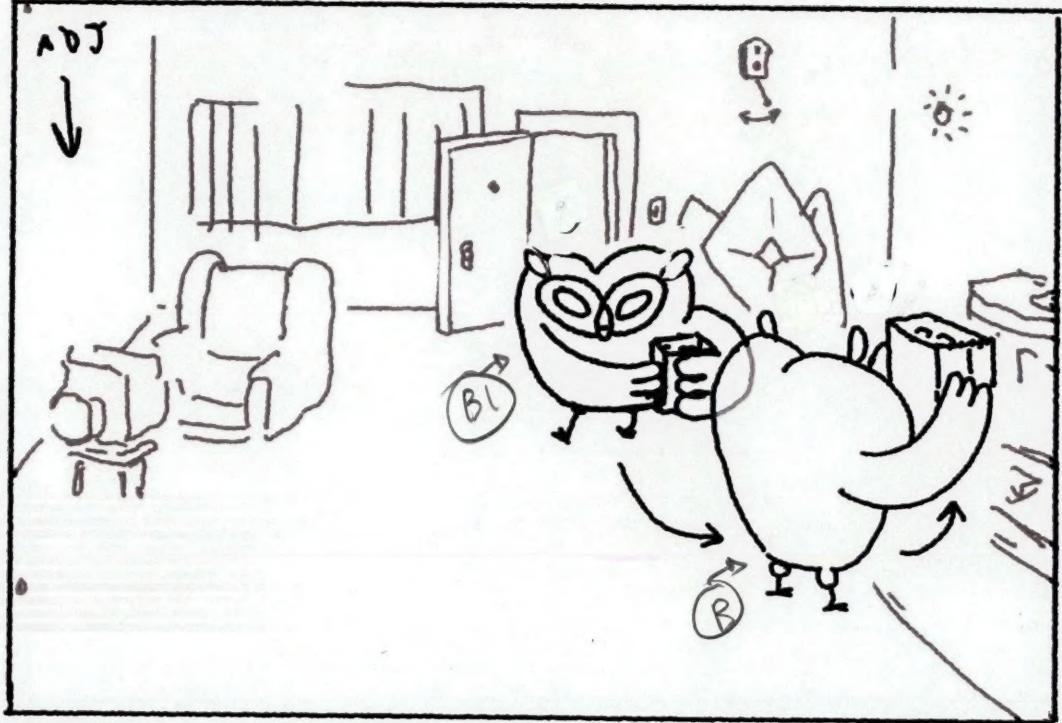
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Sc. 4A CONT Pnl. B

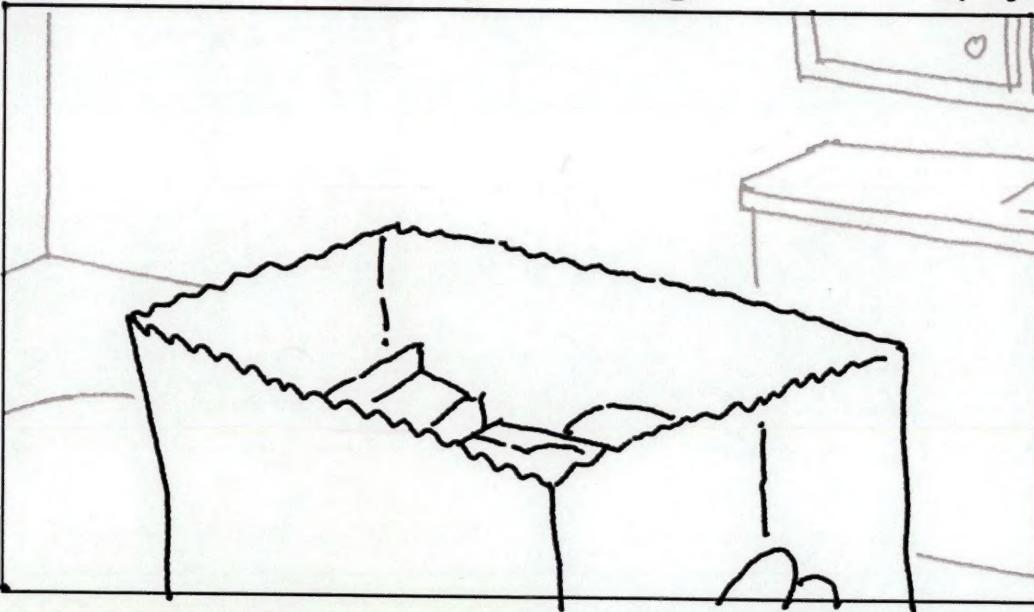


Sc. 05

Pnl. A

Bg.

Page 8
day night



EPISODE # 1025-196

Production :

1025/196

Dialog:

Action: CD walks in and puts the bag of groceries on the counter.

Timing:



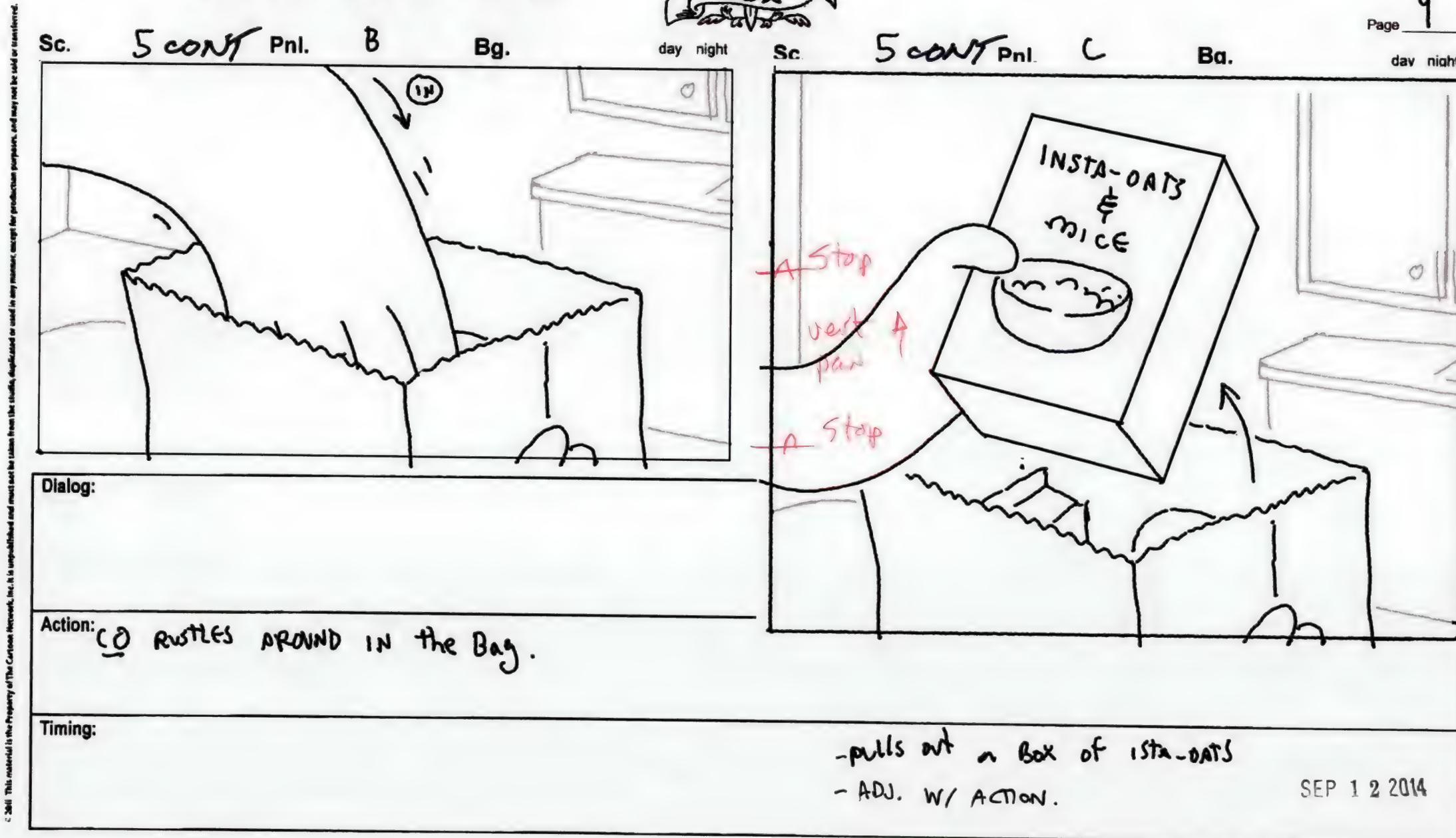
SEP 12 2014

1025/196

ADVENTURE TIME



1025/196



1025/196

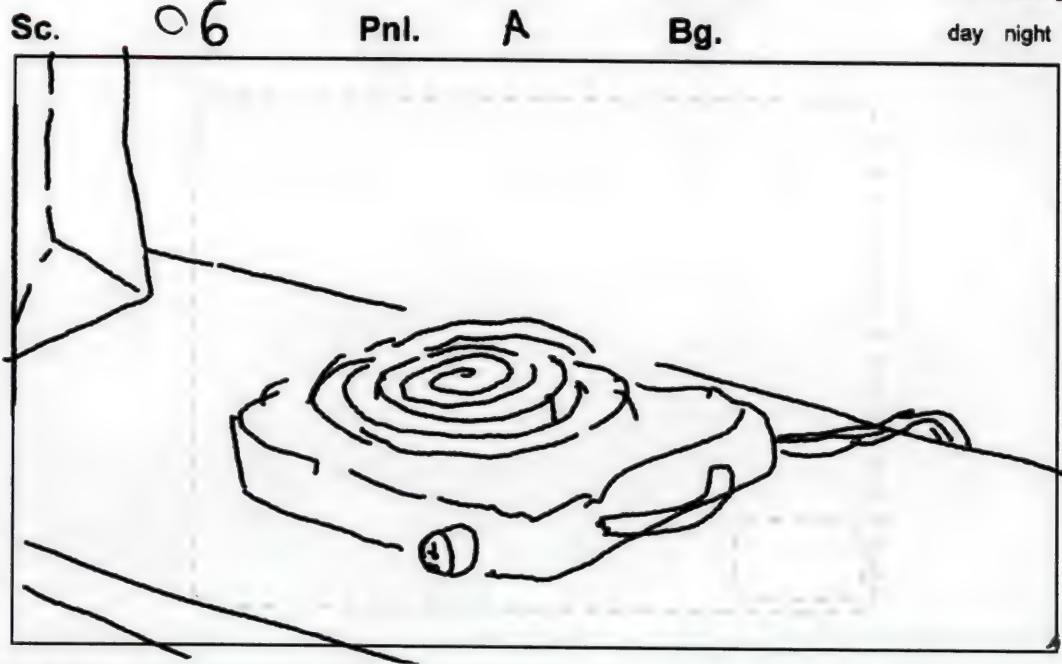
1025/196

1025/196

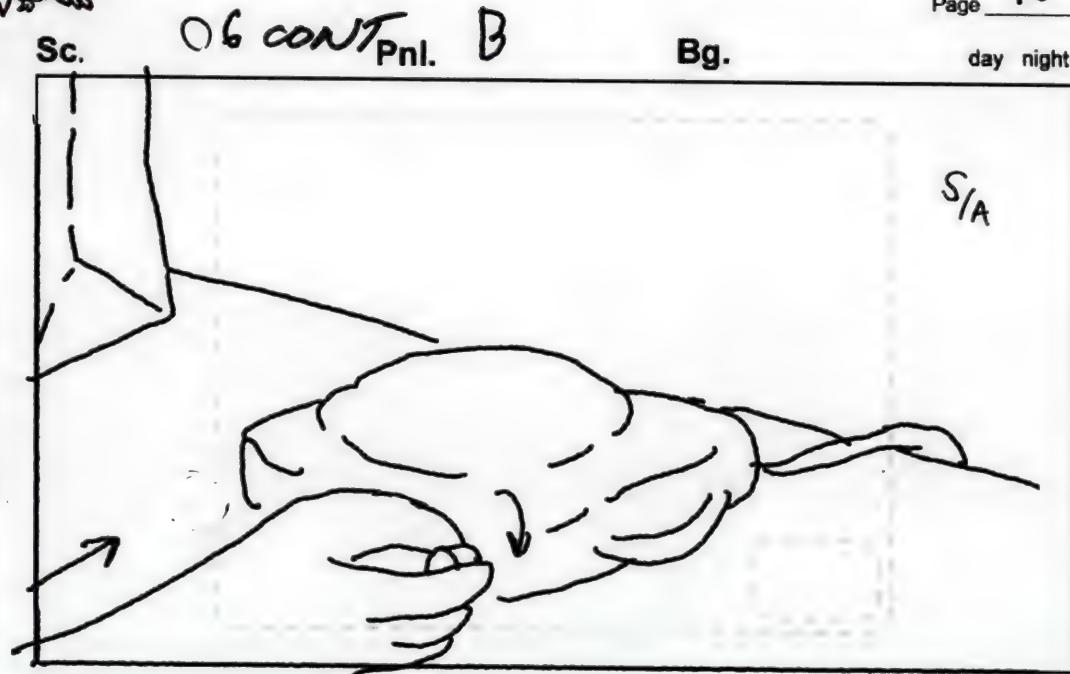
W

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day night



Page 10

day night

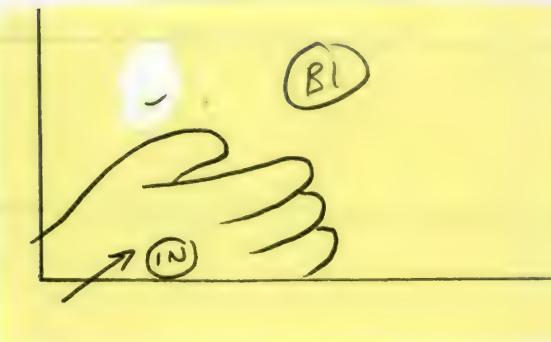
Dialog:

SFX: *CLICK*

Action:

- CO TURNS on Hot plate.

Timing:



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Production :

1025/196

1025/196

ADVENTURE TIME

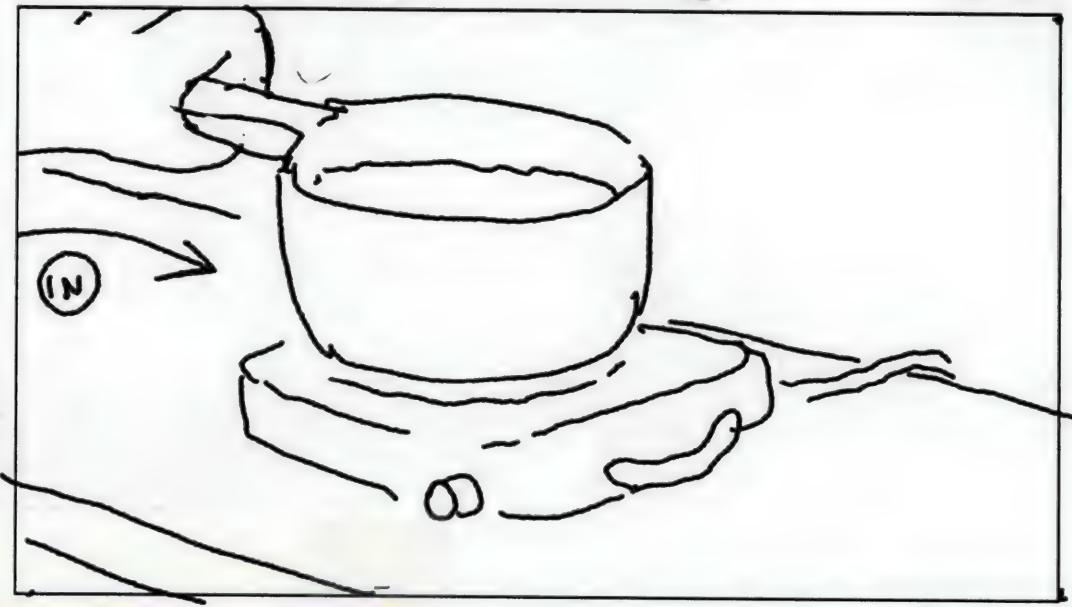
1025/196

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Sc. 06 cont Pnl. C

Bg.

day night



Sc. 07

Pnl. A

Bg.

day night

Page 11



EPISODE # 1025-196

1025/196



- CO PUTS
pot of water on Hotplate.



CO Rap trap tips
on the counter.

SFX: *TAP-TAP-TAP-TAP*



Production :

1025/196

ADVENTURE TIME

STOP

Sc. 07 cont Pnl.

(D) Bg.



day night

(C)

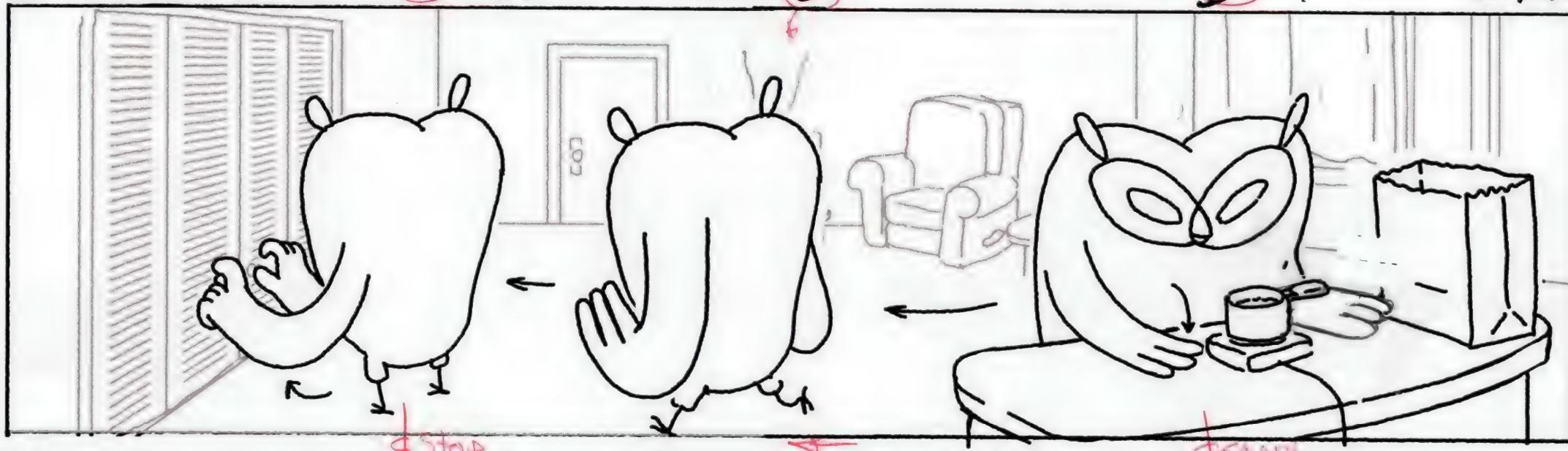
← PAN (B)

Page 12
124 NEXT

START

EPISODE # 1025-196

1025/196



Dialog:

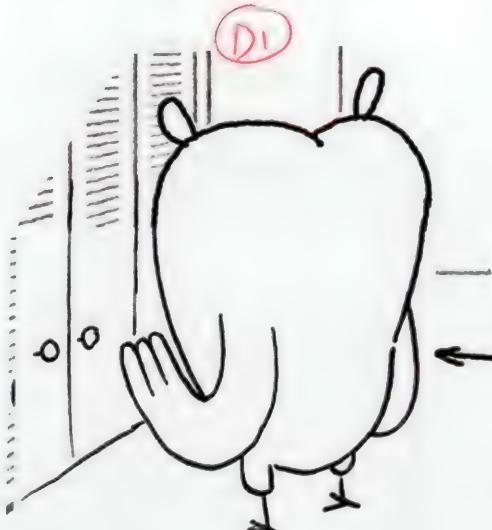
Pan

START

Action:

-C walks over to the closet. (PAN w/ C.O.)

Timing:



SEP 12 2014

1025/196

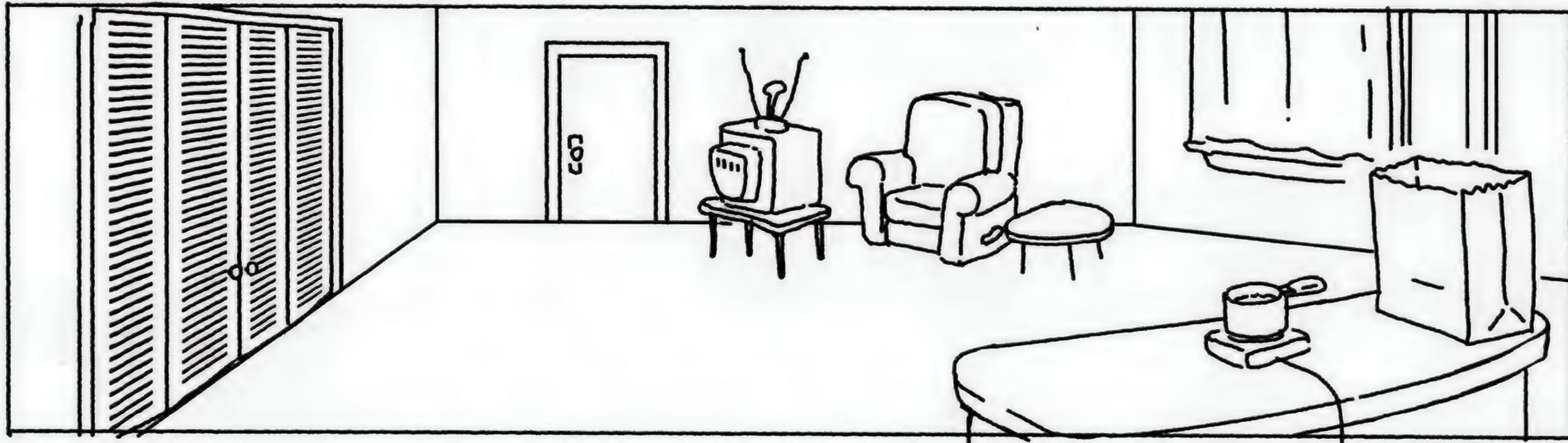


ADVENTURE TIME

Sc. 7

(BG REF)

Page 12A
13 NEXT



Dialog:

Action:

Timing:

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Production:

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1025/196

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Sc.

07 CONT Pnl.

(E)

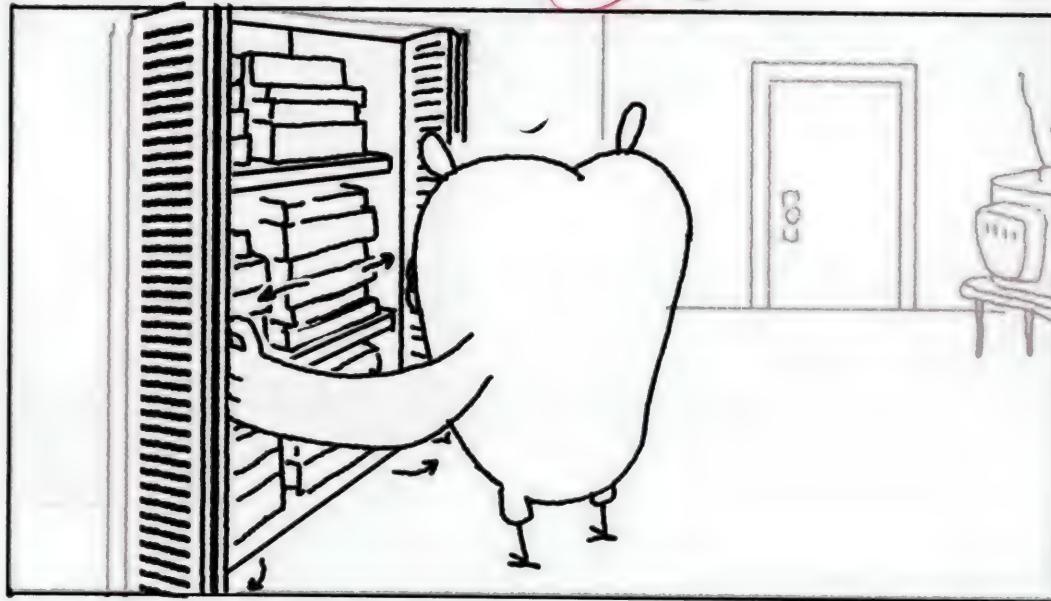
Bg.



day night

Page 13

day night



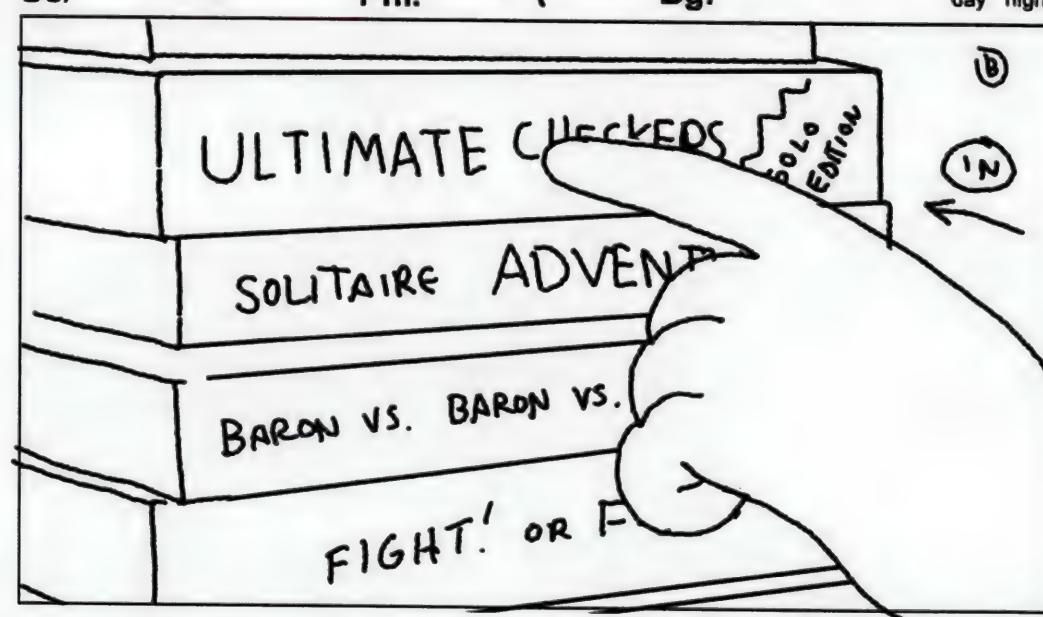
Sc.

08

Pnl.

A

Bg.



Dialog:

SFX: * CREAK *

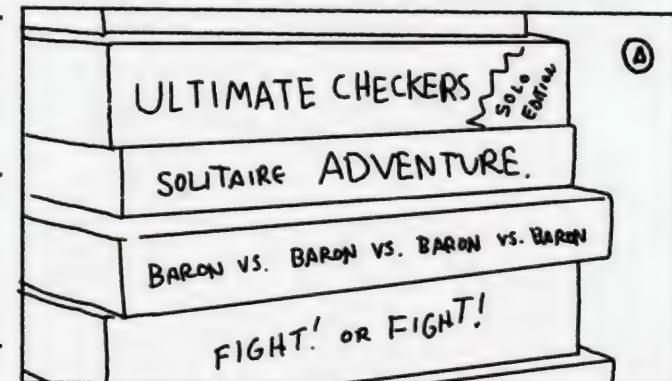
Co/ HOOO's Going to have DINNER
with me?
SEP 12 2014

Action:

Co opens the closet door revealing Tons of
Board Games.

(A1)

Timing:



1025/196

1025/196

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1025/196

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Sc. 08 cont



HOT CUT

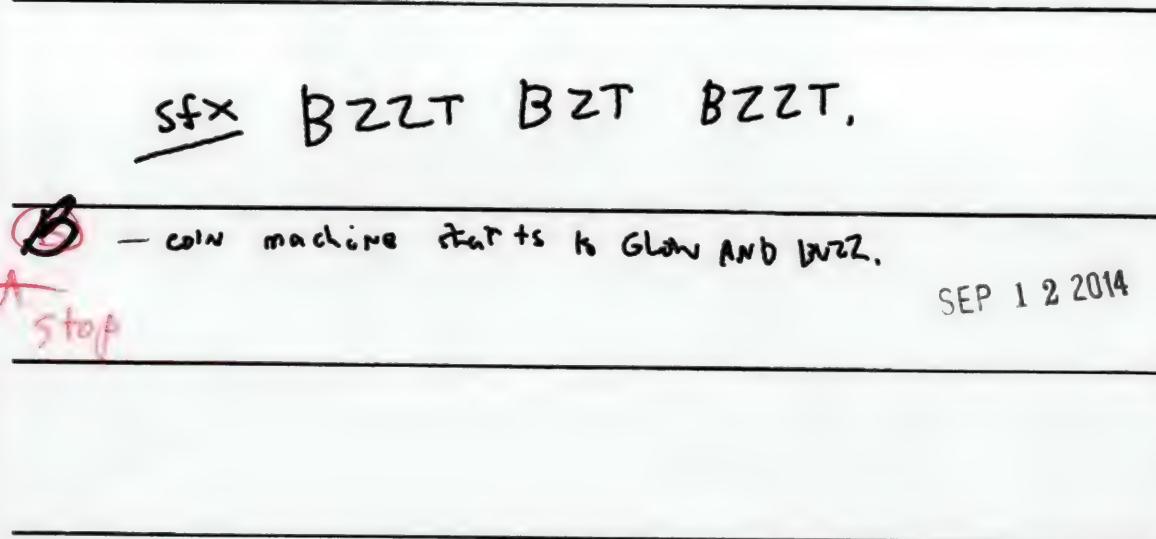
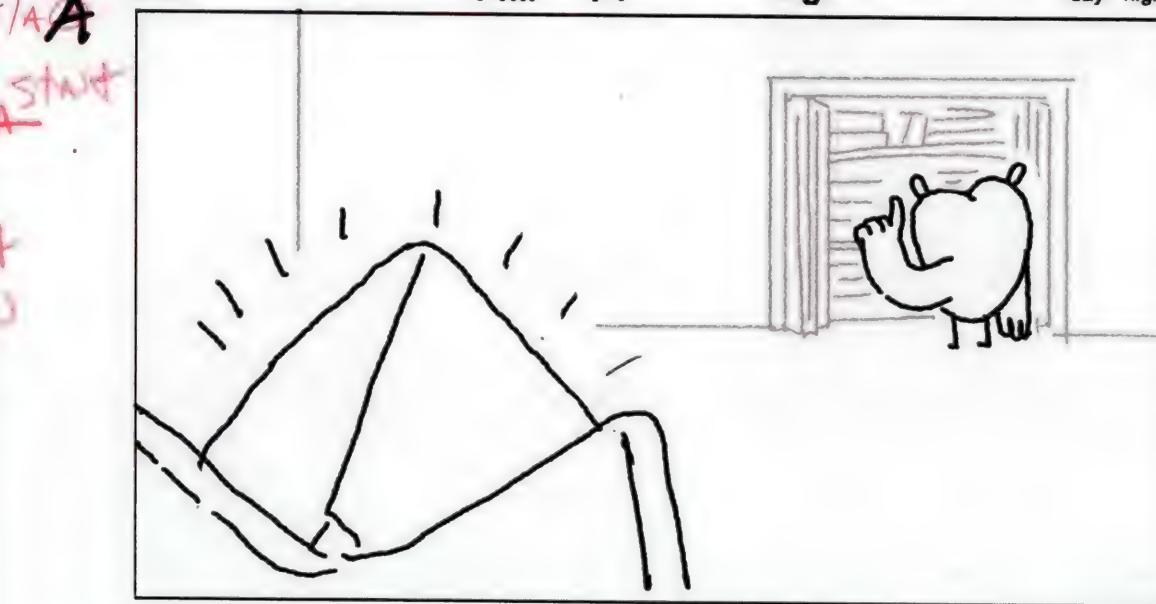
09

Pnl. A

Bg.

Page 14

day night



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HW Cut

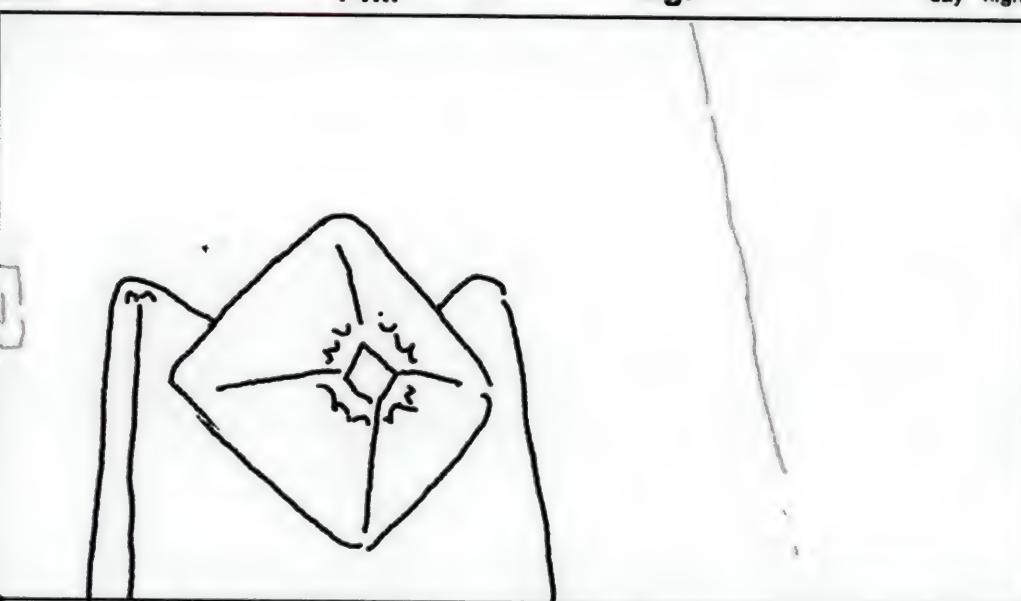
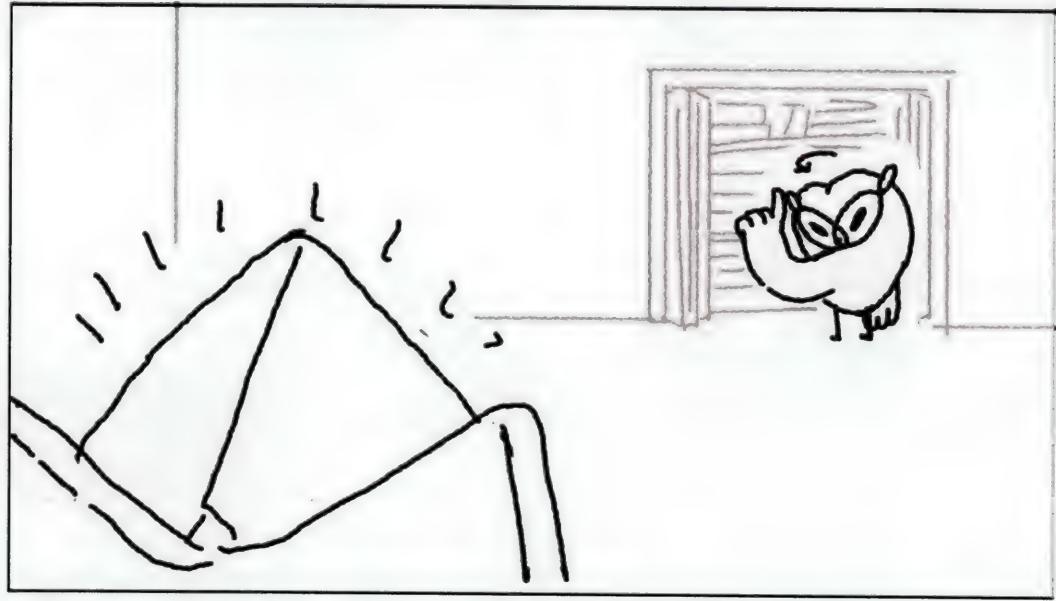
Page 15
day night

Sc. 9 cont Pnl. B Bg.

day night Sc. 10

Pnl. A Bg.

day night



Dialog:

sfx / B Z Z T B Z Z T B Z Z T *

sfx / B Z Z T B Z Z T

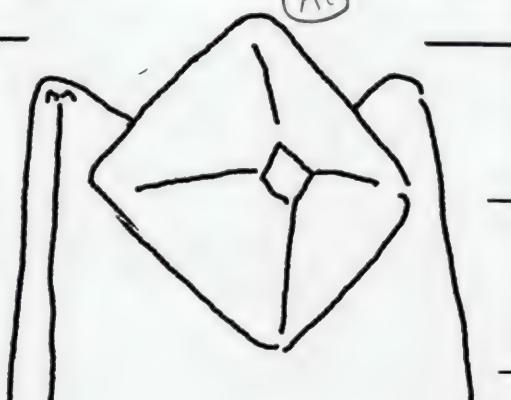
AL SEP 12 2014

Action:

- CG TURNS AROUND.

LIGHT IN THE CENTER GLOWS.

Timing:



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1025/196

1025/196

ADVENTURE TIME

1025/196

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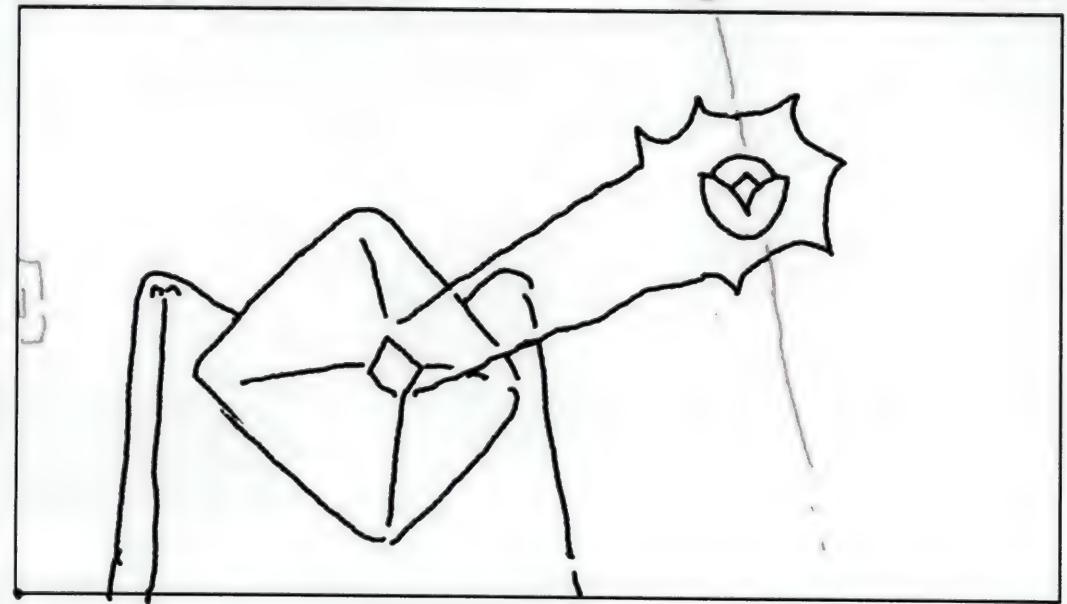
Sc.

10 cont Pnl. B

Bg.



day night



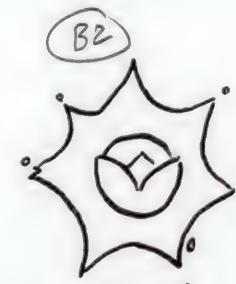
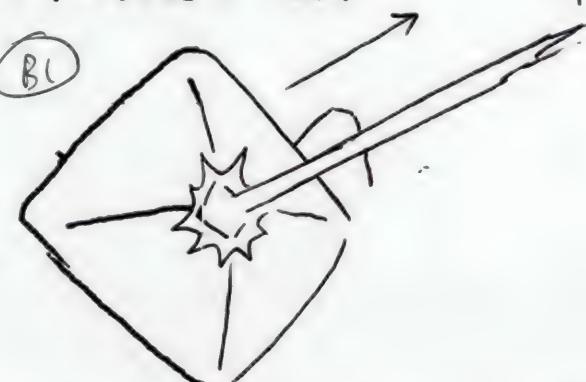
Dialog:

SFX / B w o w w

Action:

- MACHINE PRODUCES A COIN.

Timing:

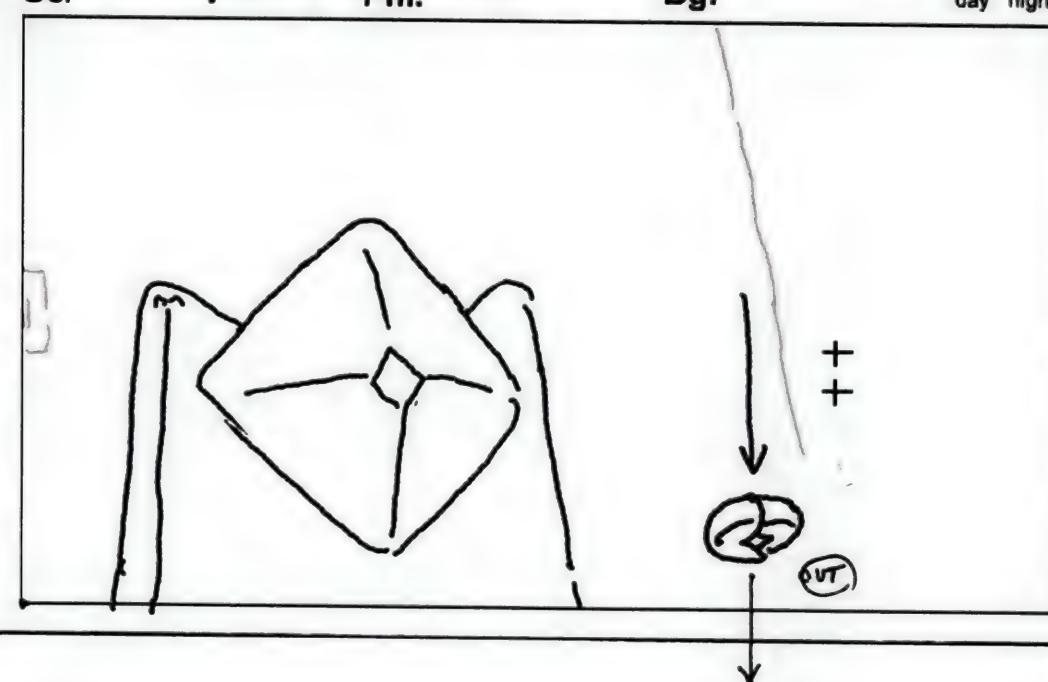


Sc.

10 cont Pnl. C

Bg.

Page _____
day night



EPISODE # 1025-196

Production :

1025/196

16

Cut

1025/196

SEP 12 2014

1025/196

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Ent

ADVENTURE TIME



Sc.

11

Pnl.

A

Bg.

day night

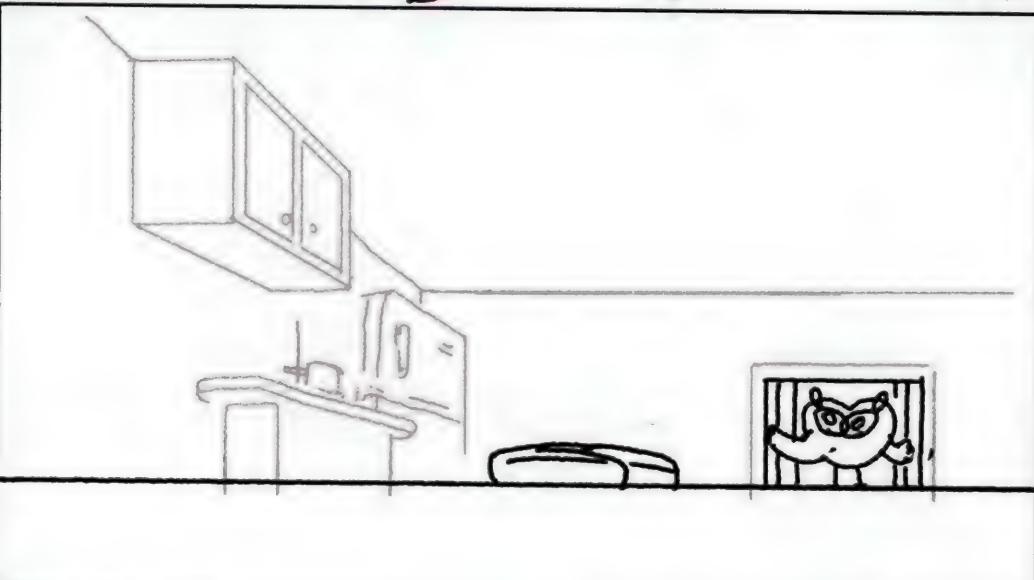
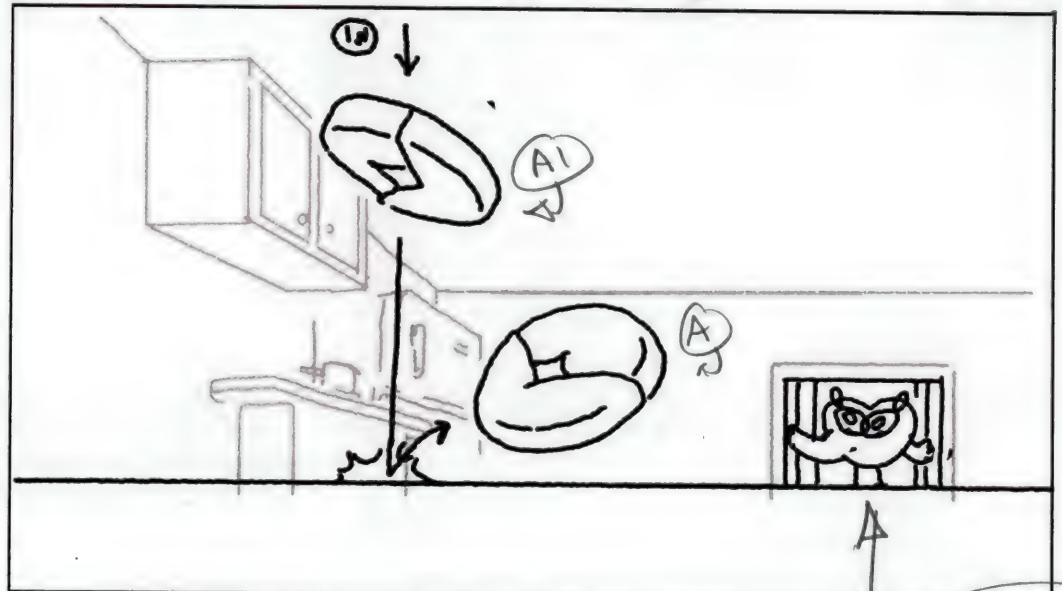
Sc.

Mount Pnl. B

Bg.

Page _____

Hot
Cut



Dialog:

S/A Sc 12
pos A

Action:

- COIN FALLS ON/S AND HITS GROUND.

Timing:

SEP 12 2014



Production :

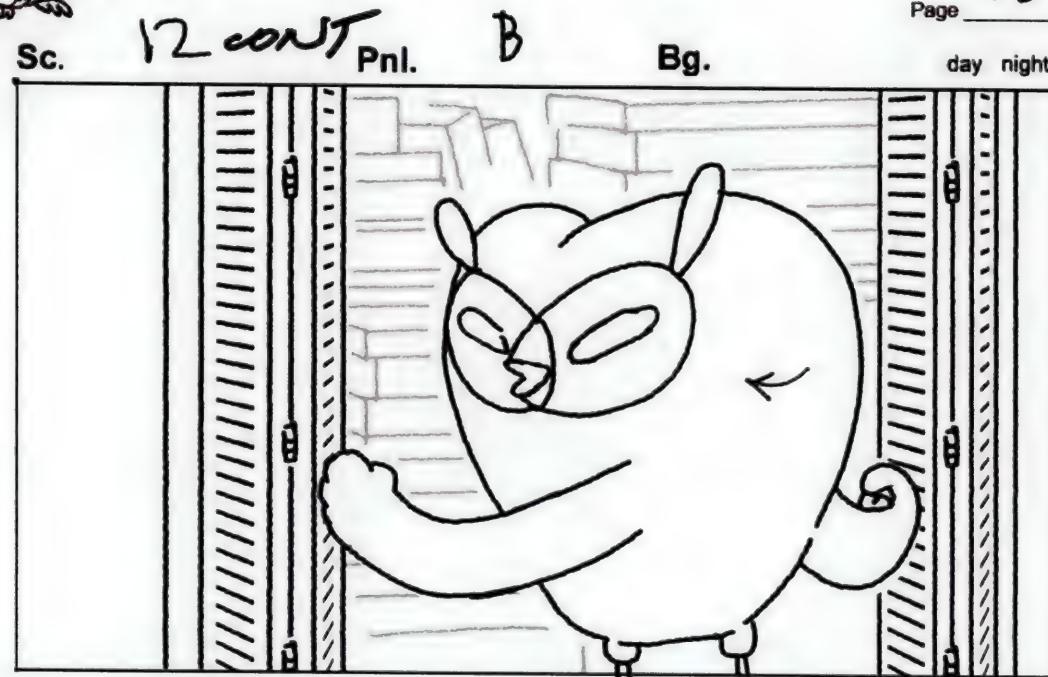
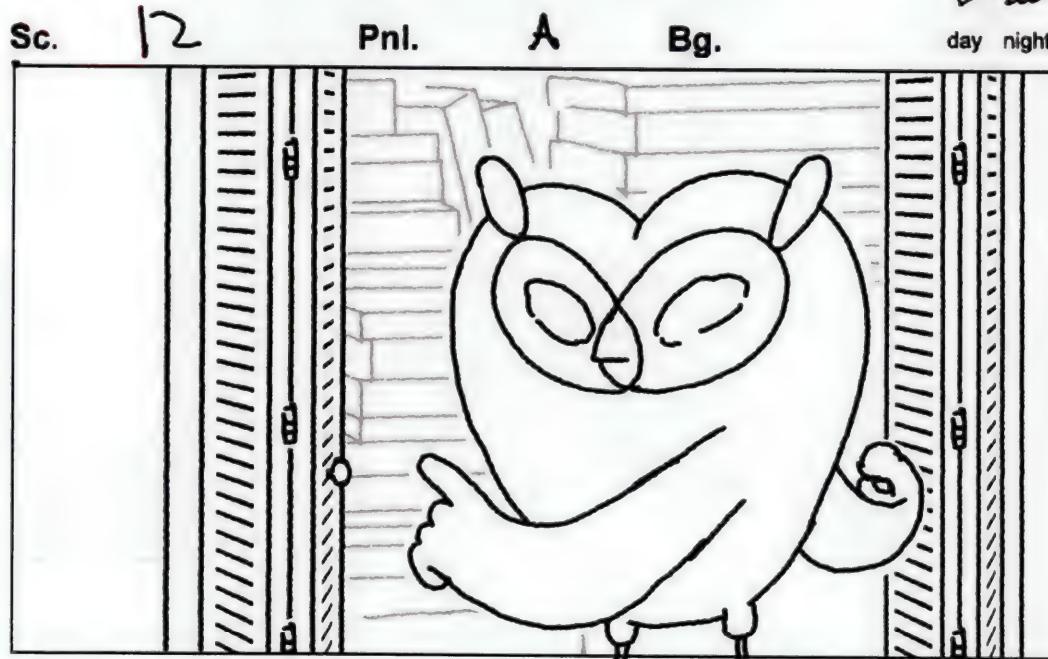
1025/196

the Cut

ADVENTURE TIME

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Page 18

EPISODE # 1025-196

1025/196

Production :

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Dialog:

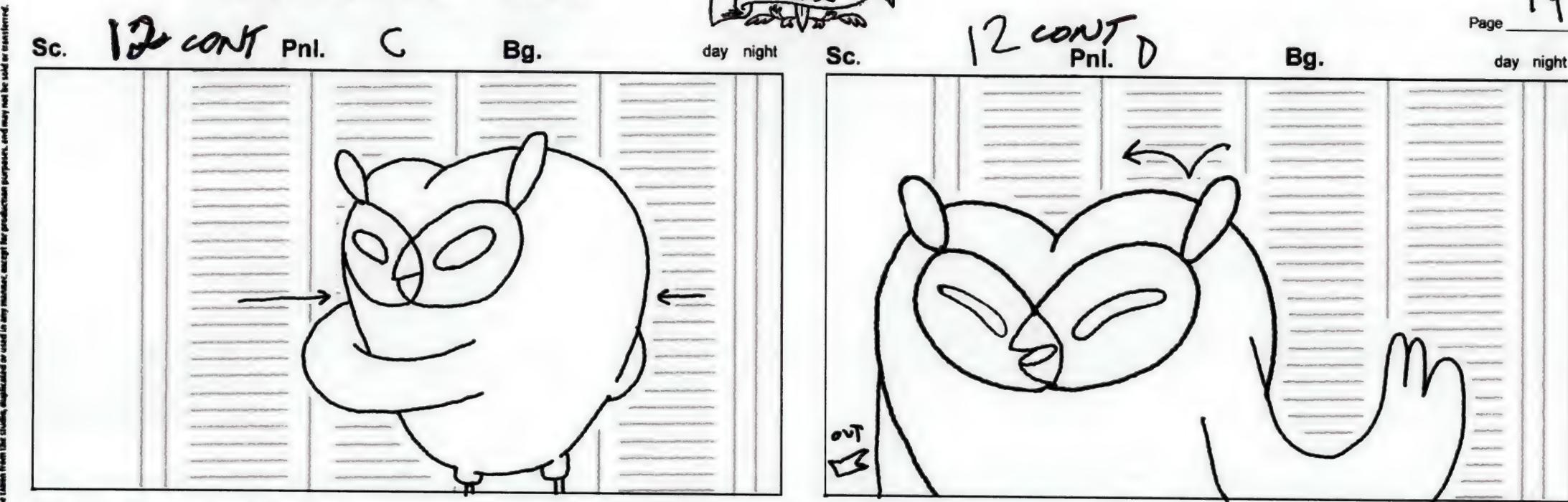
CO/ SORRY FELLOWS.

Action:

Timing:

1025/196

ADVENTURE TIME



1025/196

Dialog:

CO / I GOTTA GO MAKE SOME
DREAMS COME TRUE.

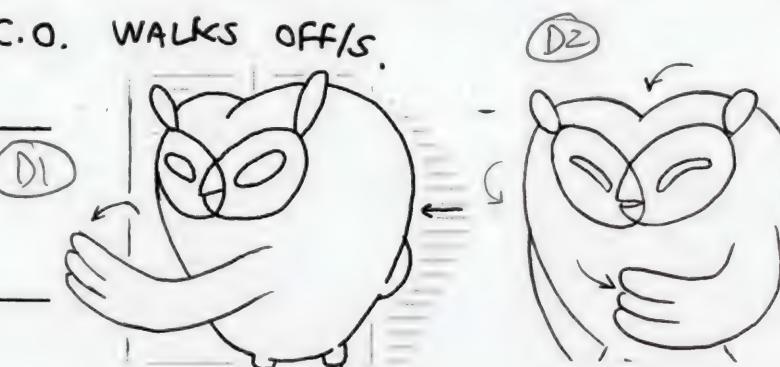
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Action:

- COSMO OWL SHUTS CLOSET DOOR.

- C.O. WALKS OFF/S.

Timing:



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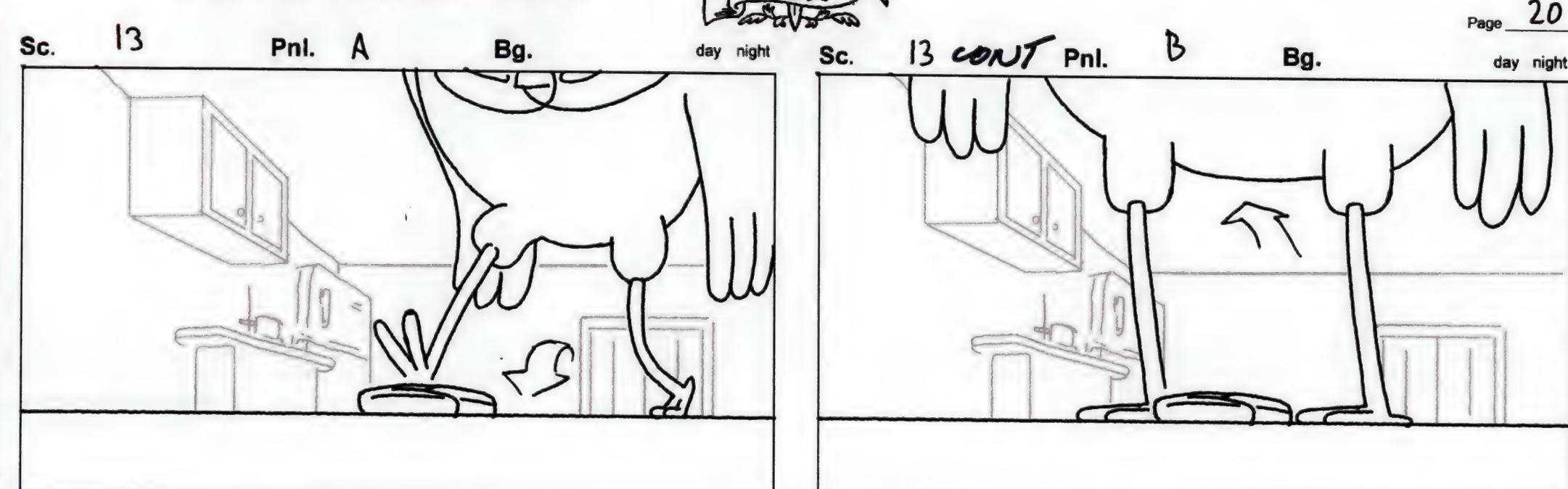
Production :

1025/196

1025/196

Cut

ADVENTURE TIME



1025/196

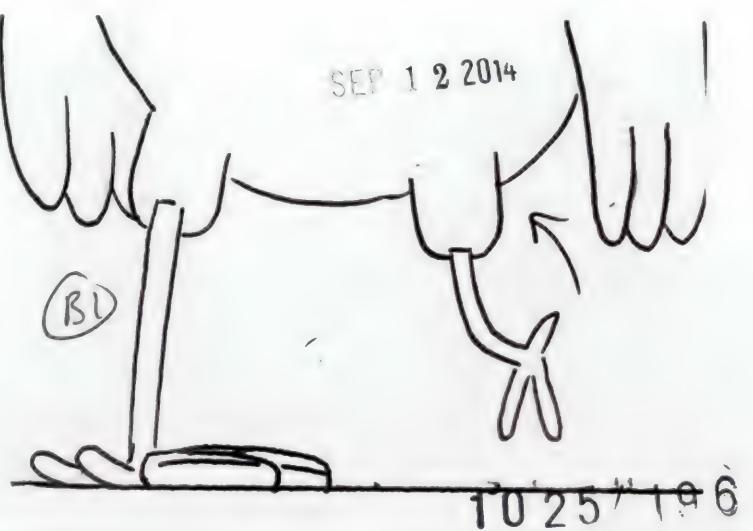
Dialog:

Action: CO WALKS up to COIN.

Timing:



- CO STOPS.



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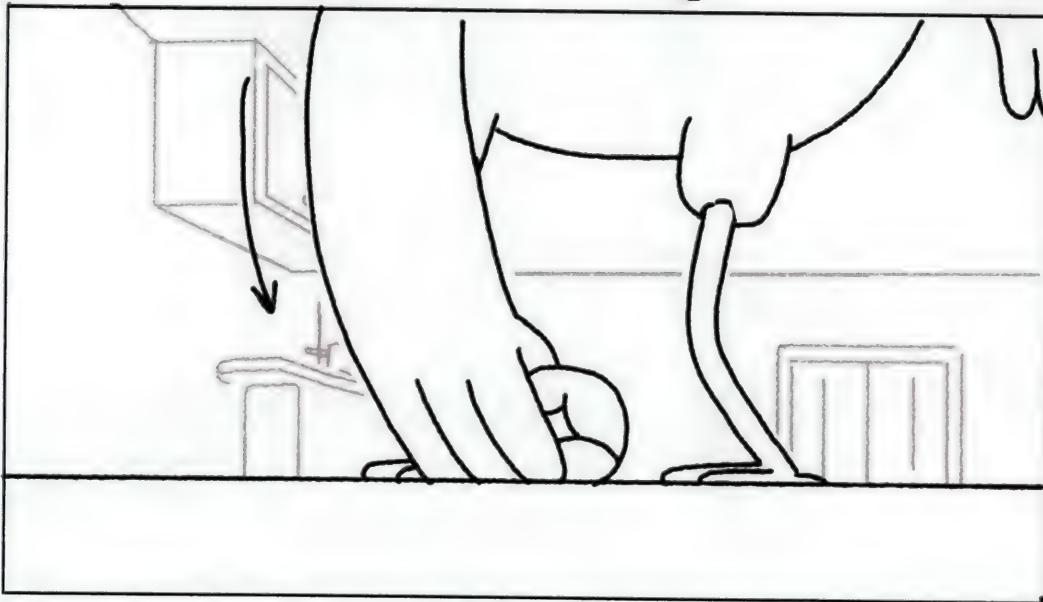


day night

Sc.

13 cont Pnl. C

Bg.



Sc.

13 cont Pnl. D

Bg.

Page 21
day night

EPISODE # 1025-196

Production :

1025/196

Dialog:

Action:
-CO Bends Down and picks up COIN.

-CO STRAIGHTENS UP.

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Timing:

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Cut

1025/196

Cut

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Sc. 14

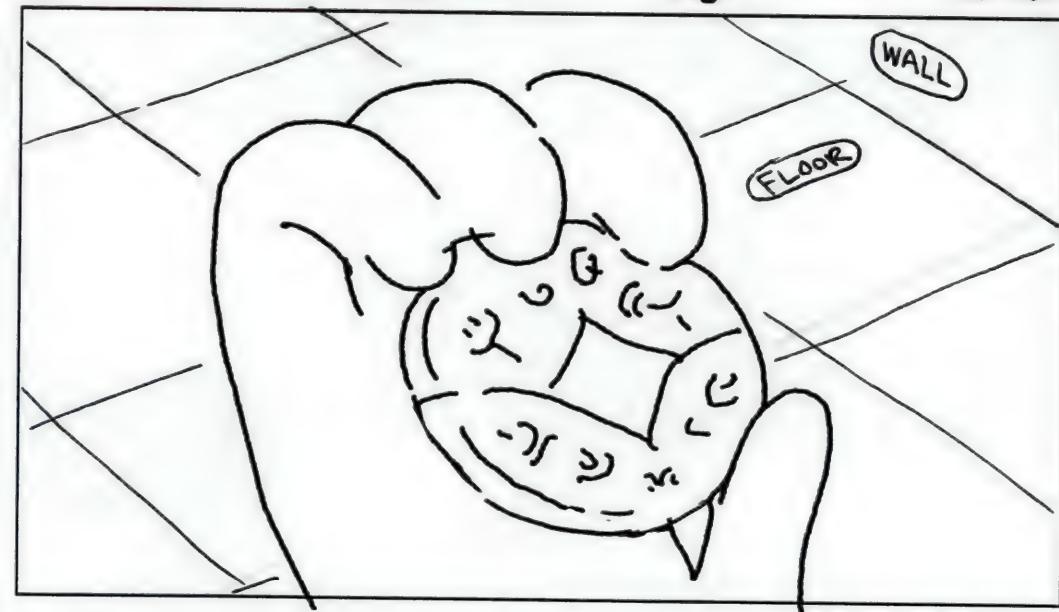
Pnl. A

Bg.



HU
Cut

day night



Dialog:

(0:5)

CO/ Where are we headed, dream token?

Action:

- A GLOWING CIRCLET Hovers up and down slowly.

Timing:

EP 18 2014

Production :

1025/196

Page 22

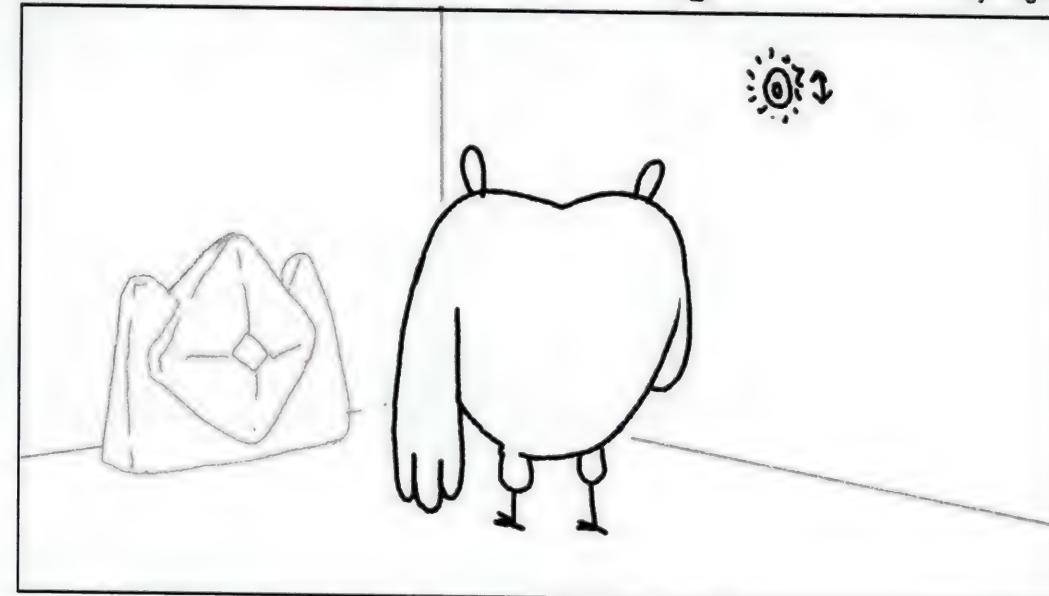
day night

Sc. 15

Pnl. A

Bg.

day night



EPISODE # 1025-196

1025/196

1025/196

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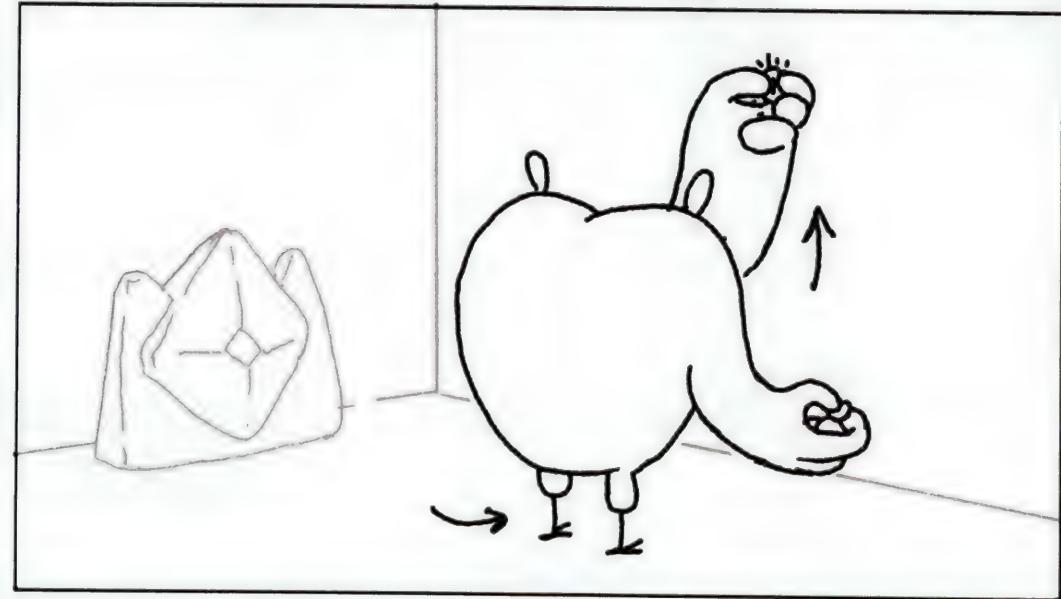
ADVENTURE TIME



day night

Sc. 15 cont Pnl. 1

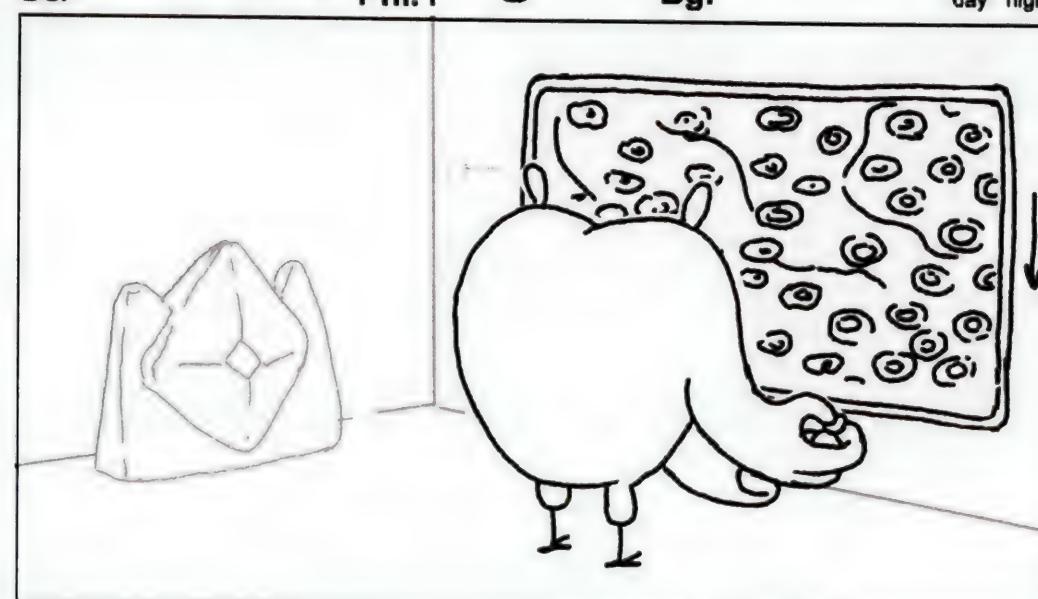
B Bg.



Sc. 15 cont Pnl. 1

C Bg.

Page 23
day night



EPISODE # 1025-196

1025/196

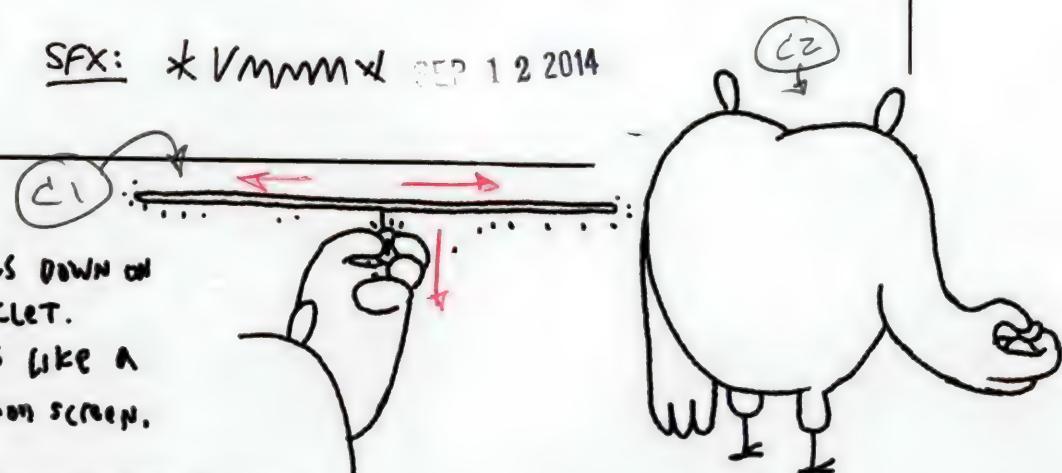
Dialog:

Action: CO REACHES UP AND GRABS THE GLOWING
CIRCLET.

Timing:

SFX: *Vmmmm* SEP 12 2014

CO PULLS DOWN ON
THE CIRCLET.
IT OPENS LIKE A
PROJECTION SCREEN.



1025/196

HW Cut

1025/196

He Out

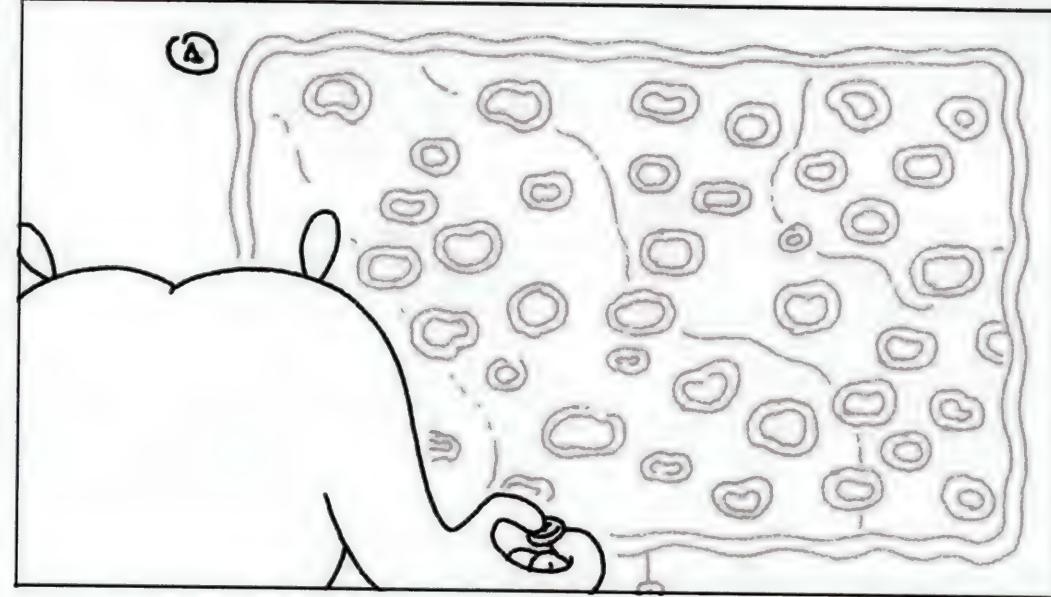
ADVENTURE TIME

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day night

Sc. 16 Pnl. A Bg.



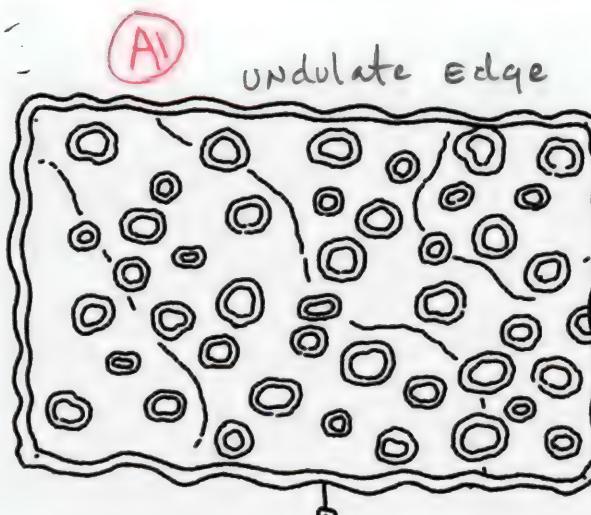
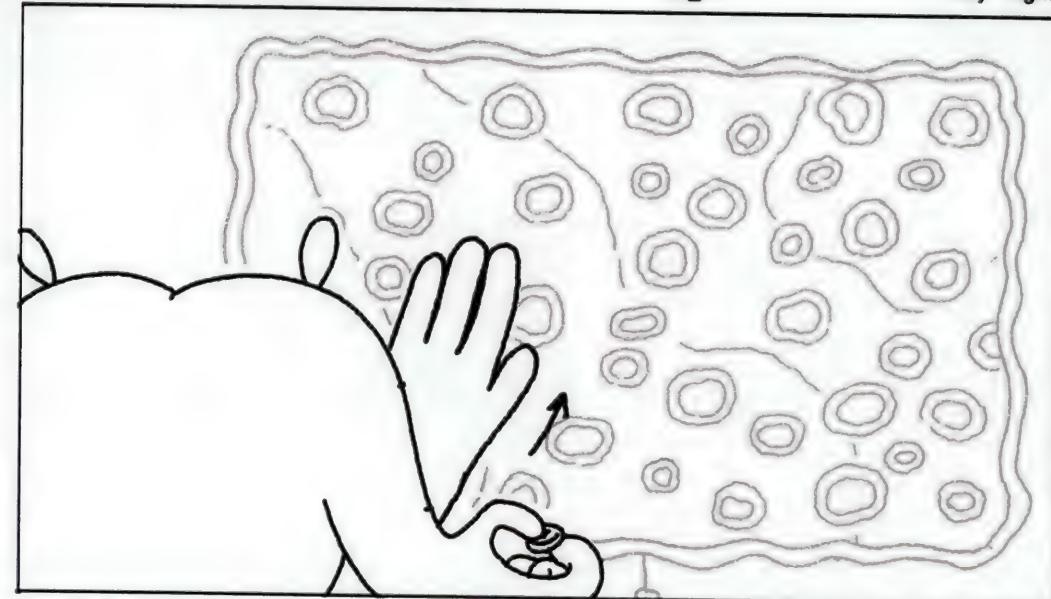
Dialog:

Action:
BORDER of screen WARPS slowly.
DREAMS on screen GROW AND SHRINK slightly
IN A RANDOM pattern.

Timing:

Sc. 16 cont Pnl. B Bg.

Page 24
day night



- CO places his hand on the screen.

SEP 12 2014

Production :

EPISODE # 1025-196

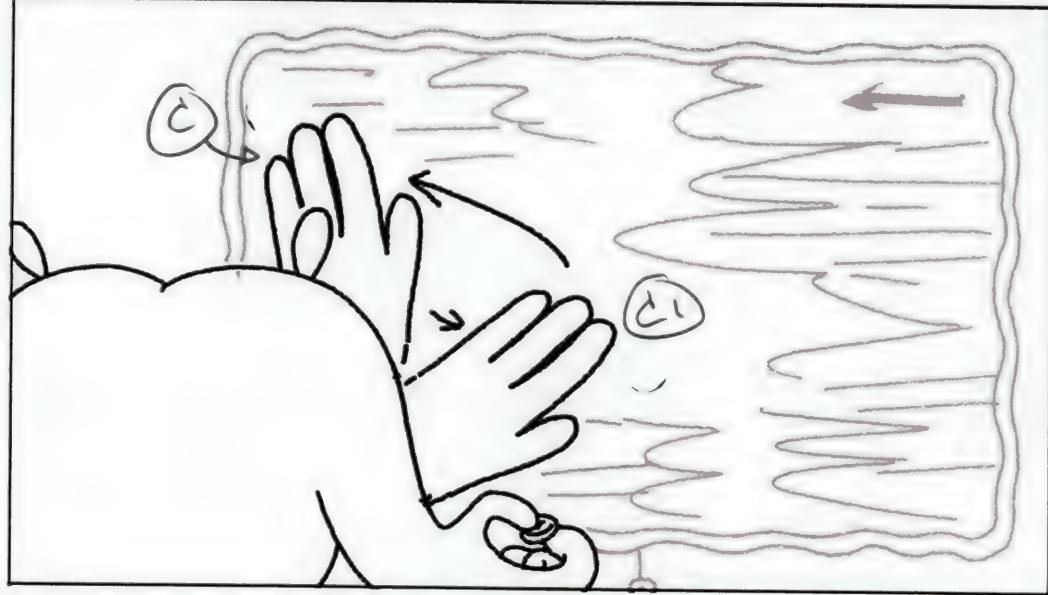
1025/196

ADVENTURE TIME

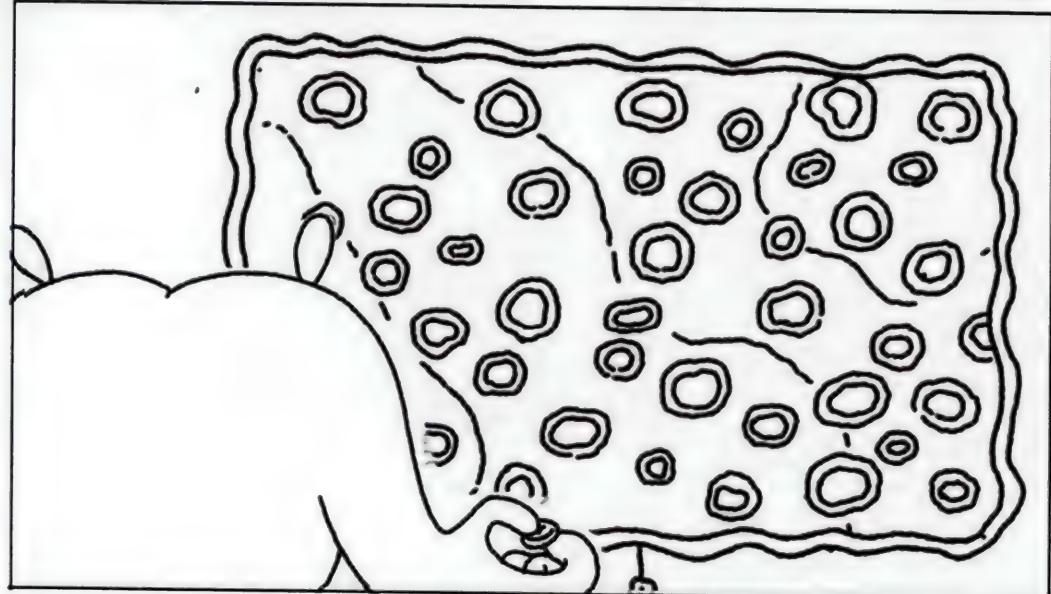


Sc. 16 cont Pnl. C Bg. day night

Page 25
day night



Sc. 16 cont Pnl. D Bg. day night



EPISODE # 1025-196

1025/196

Production :

1025/196

Dialog:

Action:

He FLICKS HIS WRIST A few times. The screen moves Really fast to the Left.

He stops it with his hand.

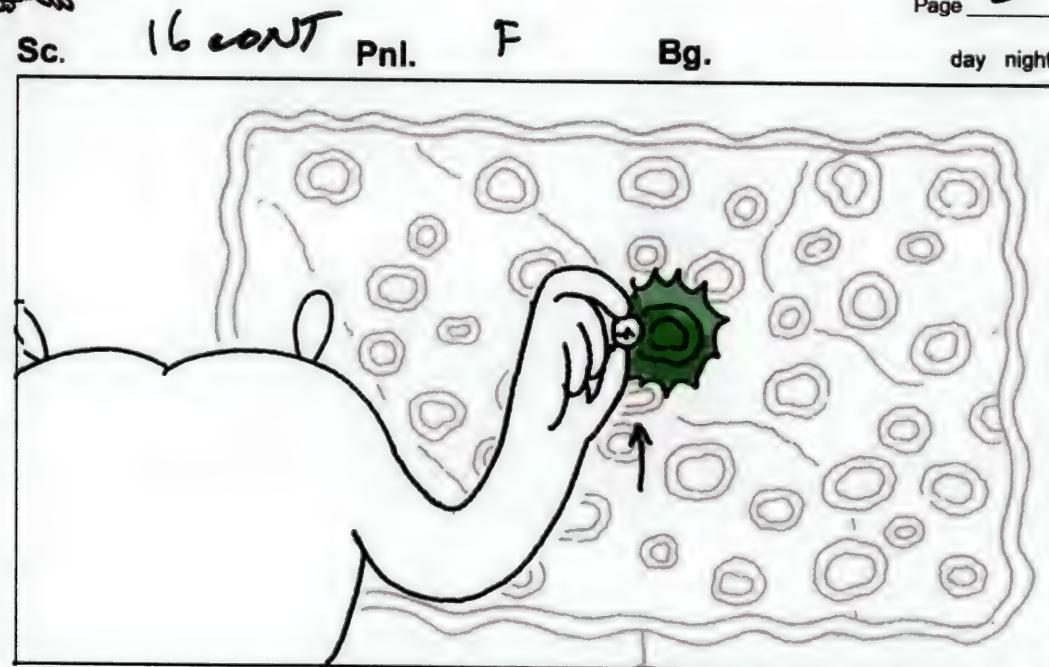
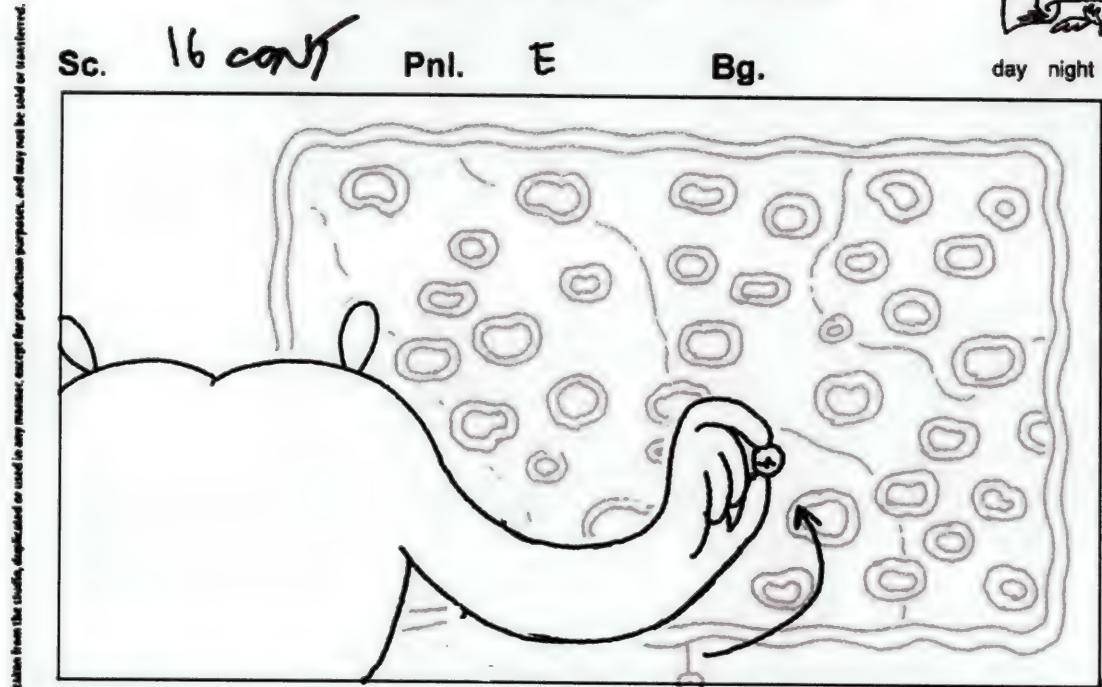
SEP 12 2014

Timing:

ADVENTURE TIME



1025/196



Page 26
day night

Dialog:

SEP 12 2014

Action:

- C.O. HOLDS UP COIN.

- one dream starts to grow and pulse when CO waves coin over it.

Timing:

Production :

1025/196

1025/196

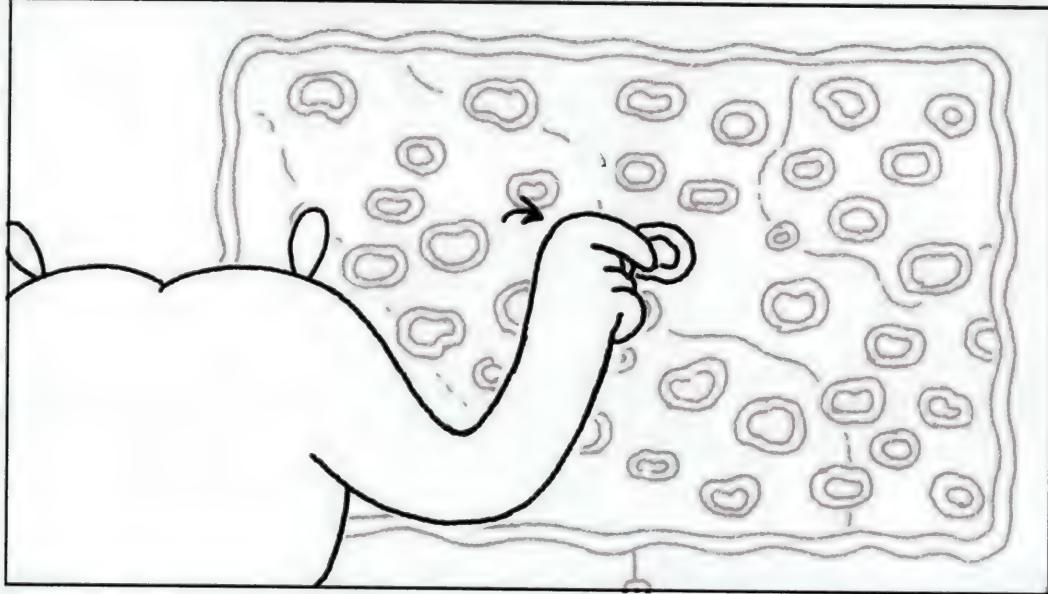
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ADVENTURE TIME



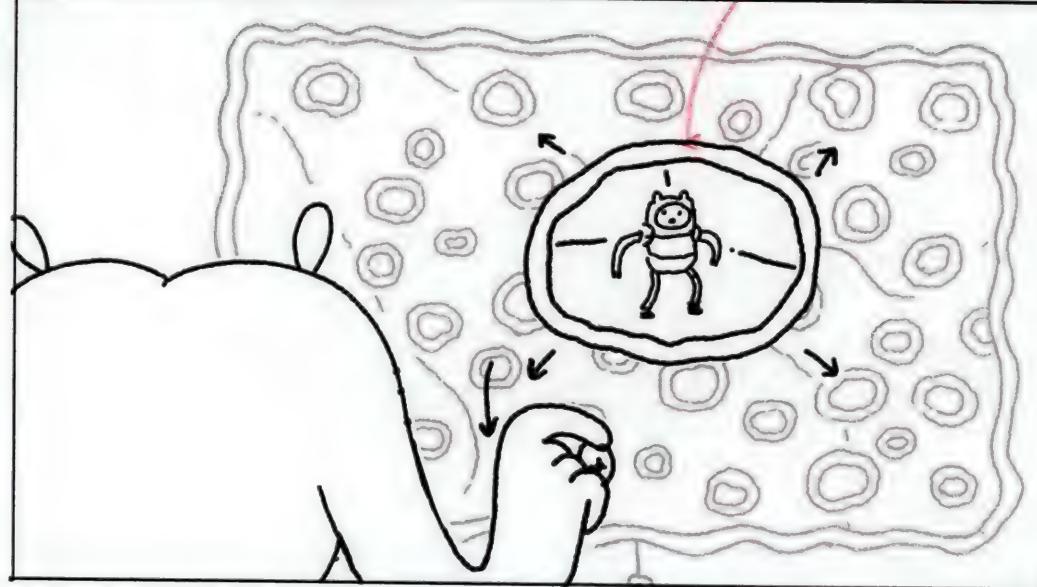
day night

Sc. 16 cont Pnl. G Bg.



Sc. 16 cont Pnl. H Bg. Page 27
day night

Hu Art



EPISODE # 1025-196

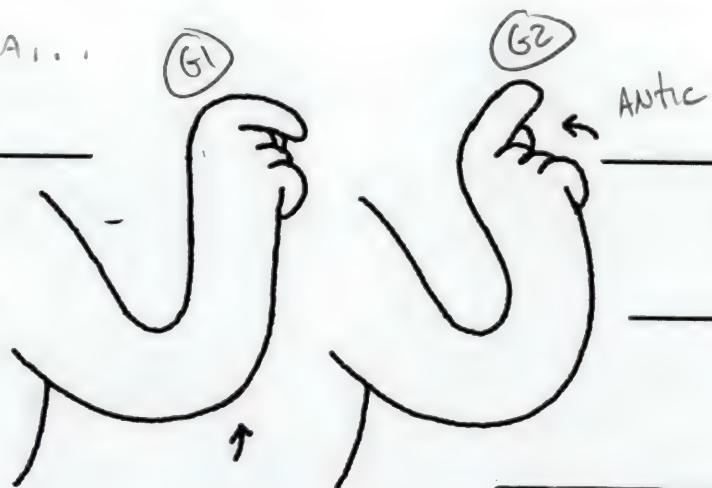
1025/196

Dialog:

C.O.: 'A-HA...

Action:

C.O. TAPS GLOWING DREAM.



DREAM EXPANDS REVEALING finn.

SEP 12 2014

Timing:

Production :

1025/196

1025/196

W
Art

ADVENTURE TIME

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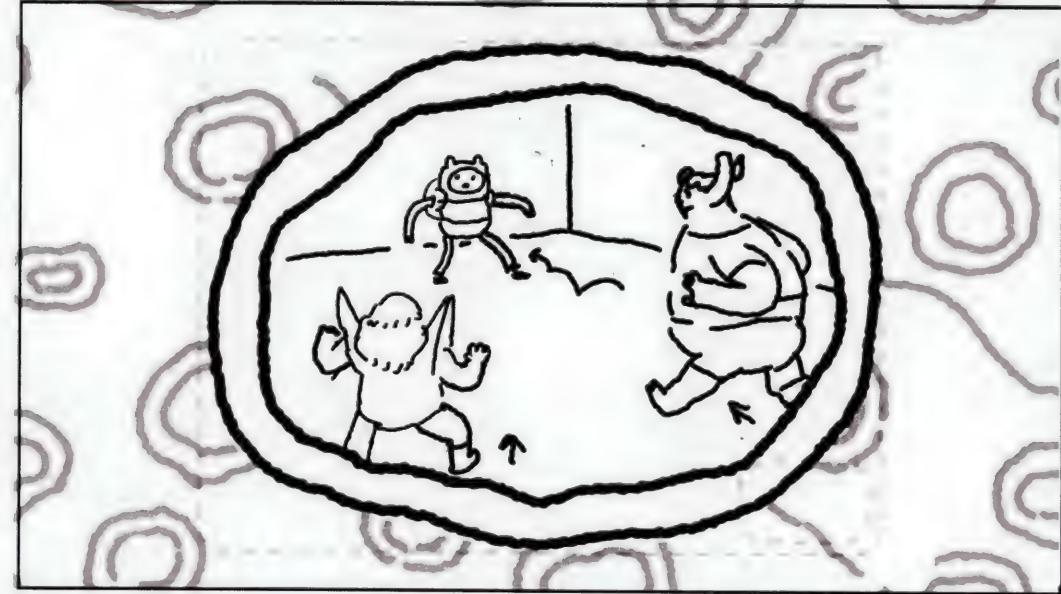
Sc. 17

Pnl. A

Bg.



day night

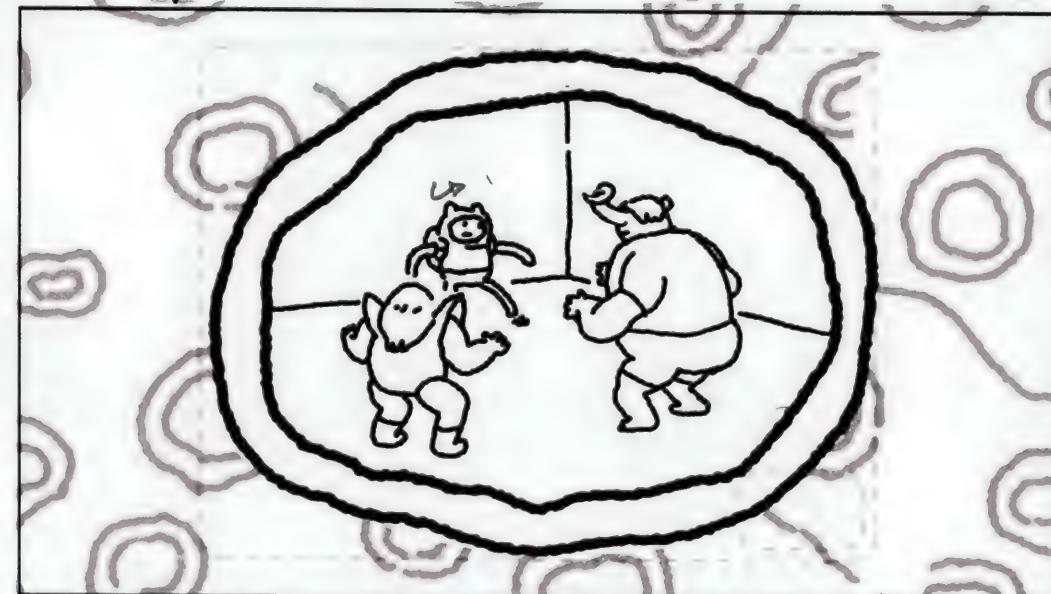


Sc. 17

cont Pnl. B

Bg.

day night



Page 28

EPISODE # 1025-196

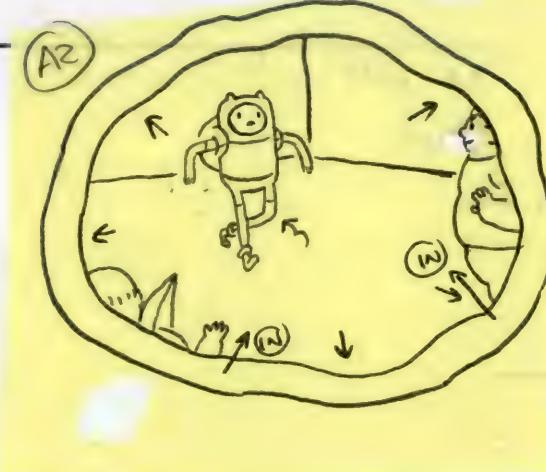
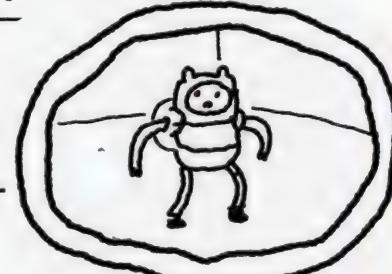
1025/196

Dialog:

CO (o.s.)/ Ah Finn again.

Action: FINN BACKS up AS he is CORNERED BY MARTIN AND the SWEET PEA.

Timing:



- they aggressively threaten Finn.

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ADVENTURE TIME

1025/196

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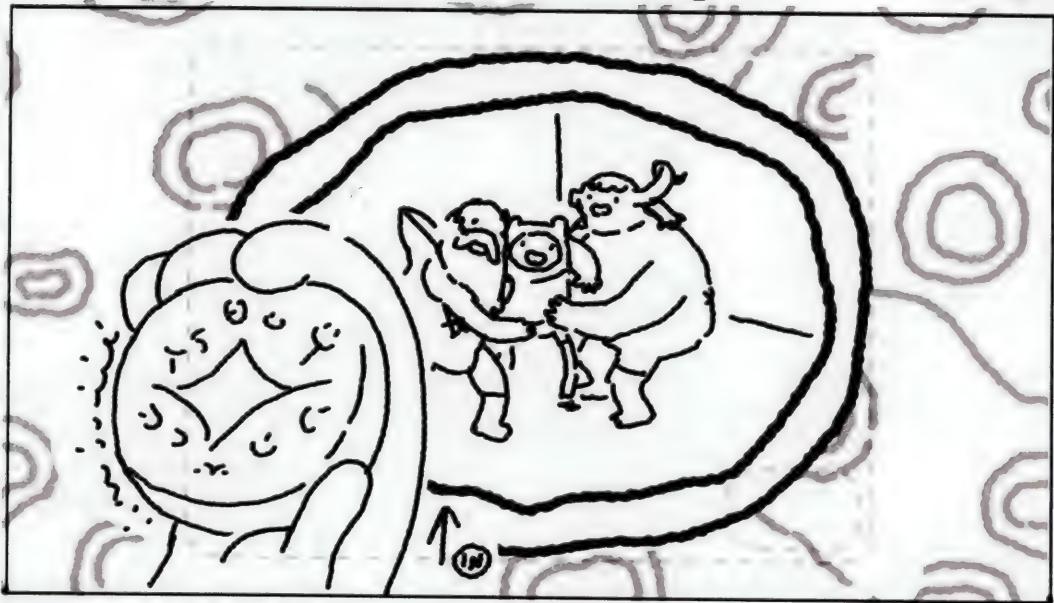
Sc. 17 cont Pnl. C Bg.



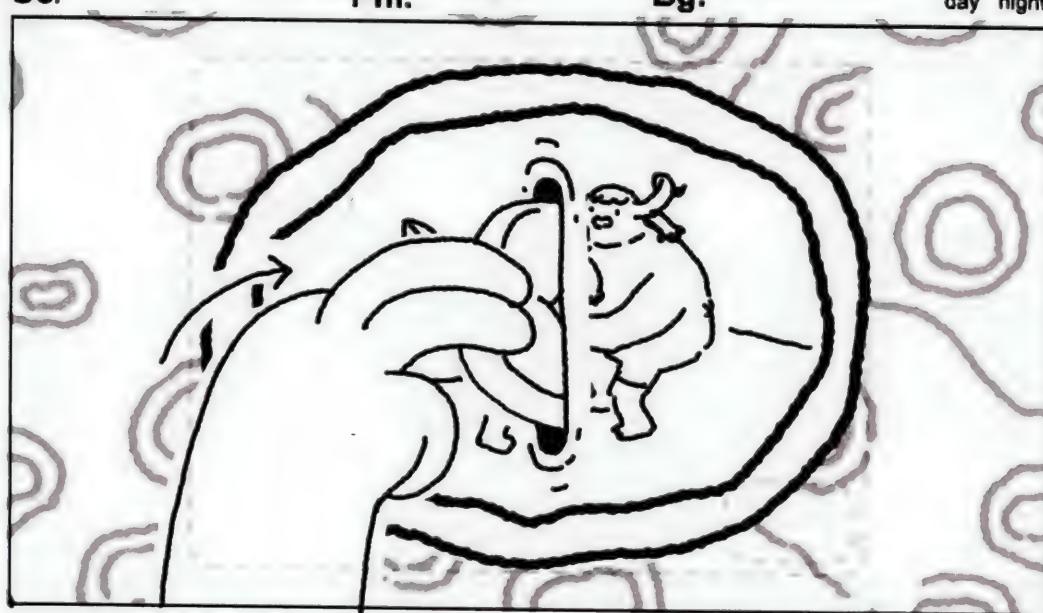
day night

Page 29

Ho Cut



Sc. 17 cont Pnl. D Bg.



EPISODE # 1025-196

1025/196

Dialog:

MARTIN
FINN / LAUGHTER.

SFX: * K-CHUNK *
SEP 12 2014

D1

Action: They all start hugging and slapping each other on the back.

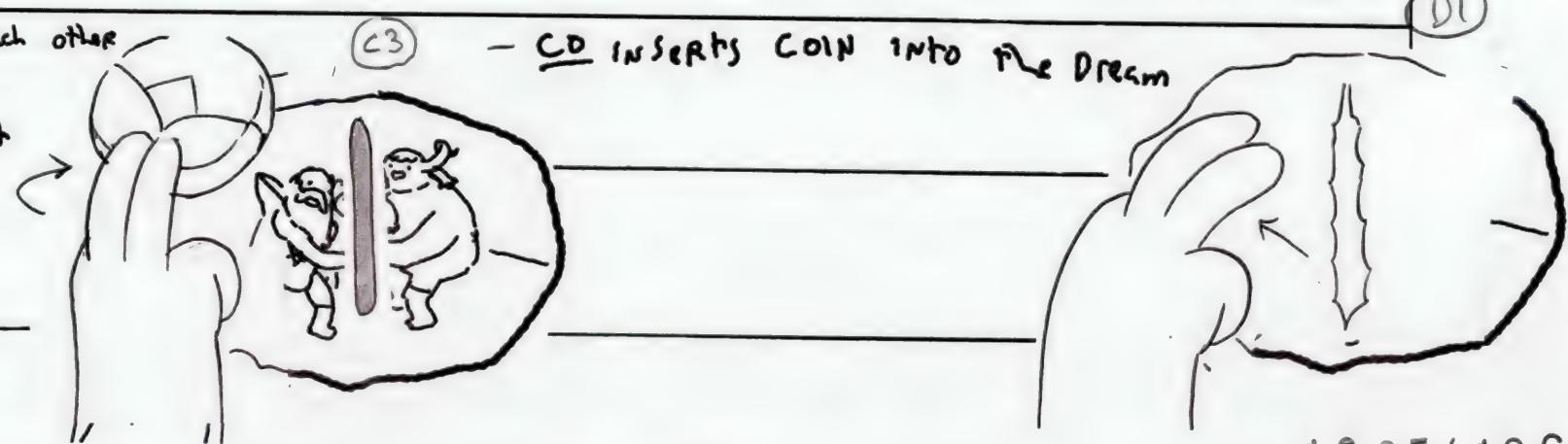
CO BRINGS COIN IN RUNES start

Timing: to GLOW & pulse.



ARMS UP TO PAT (1)

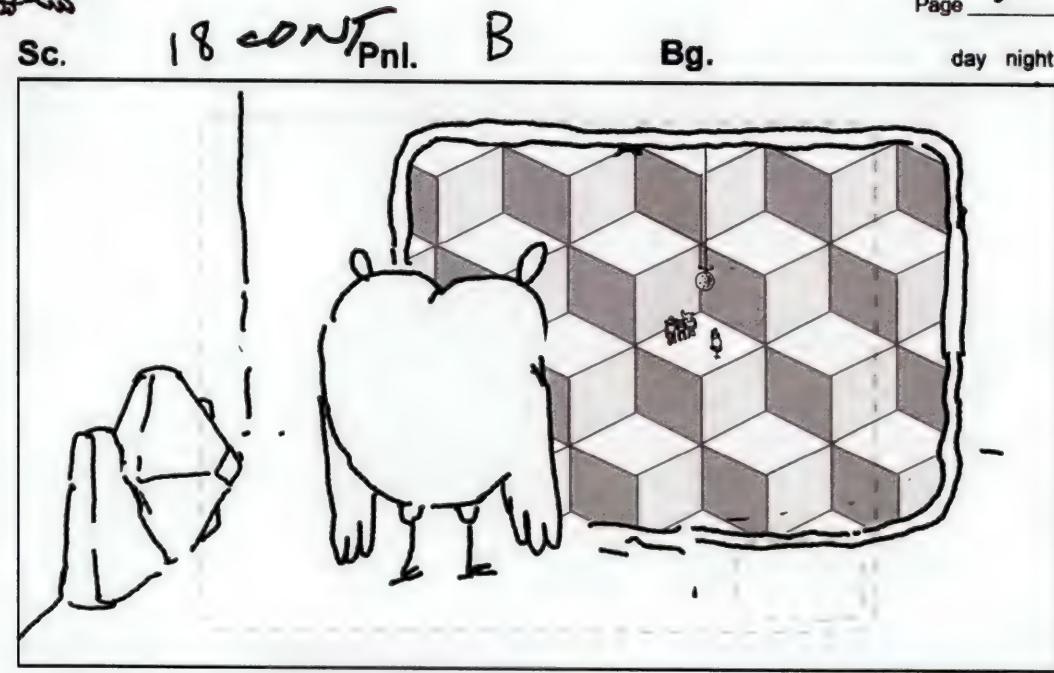
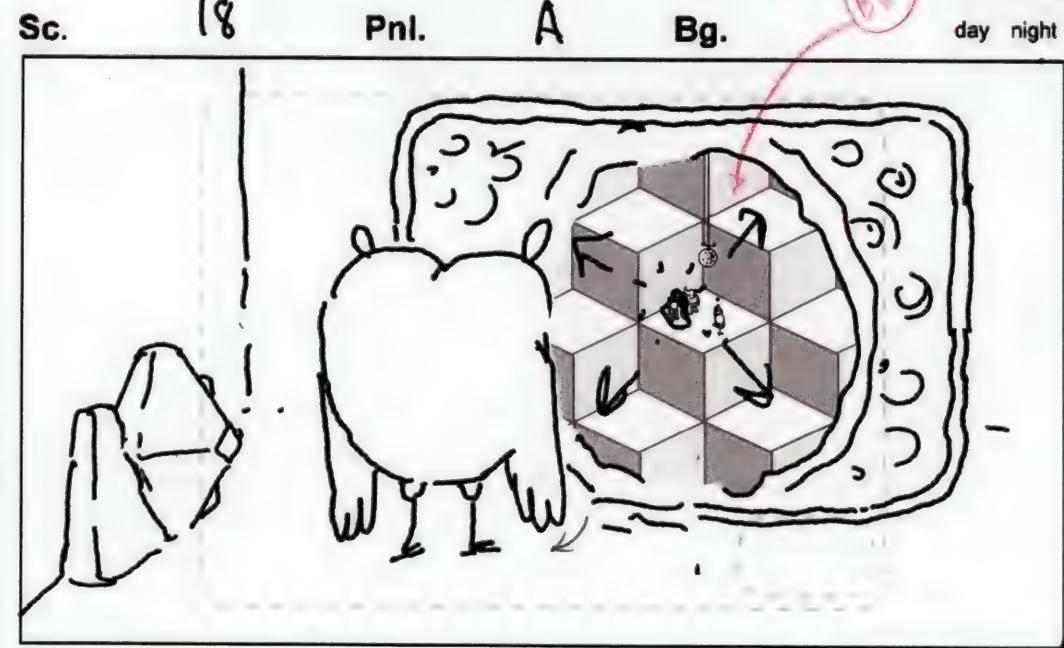
ARMS DOWN TO PAT (2)



1025/196

AJ
CJ
X

ADVENTURE TIME

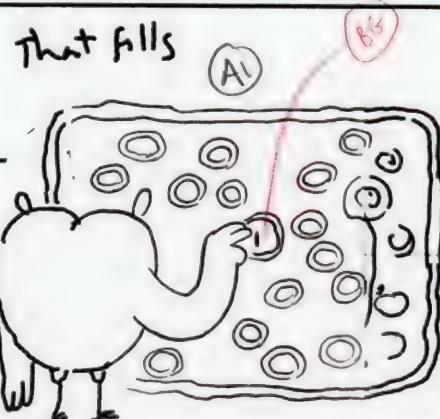


1025/196

Dialog:

Action:
- DREAM Expects into a PORTAL that fills the entire screen.

Timing:



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Page 36
day night

EPISODE # 1025-196

Production :

1025/196

1025/196

ADVENTURE TIME



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Sc.

18 CON^T Pnl.

C

Bg.

day night

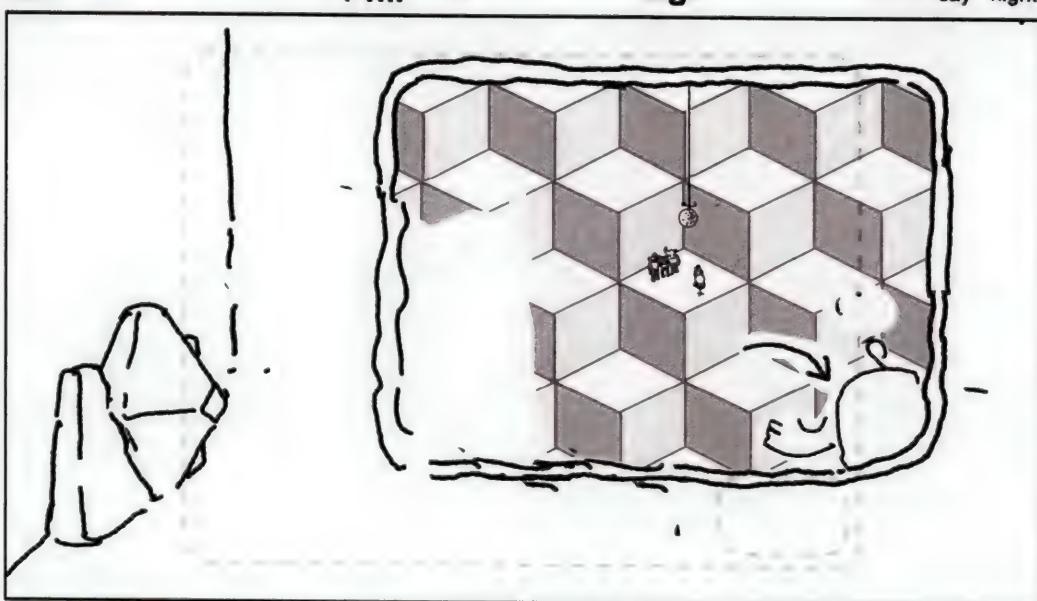
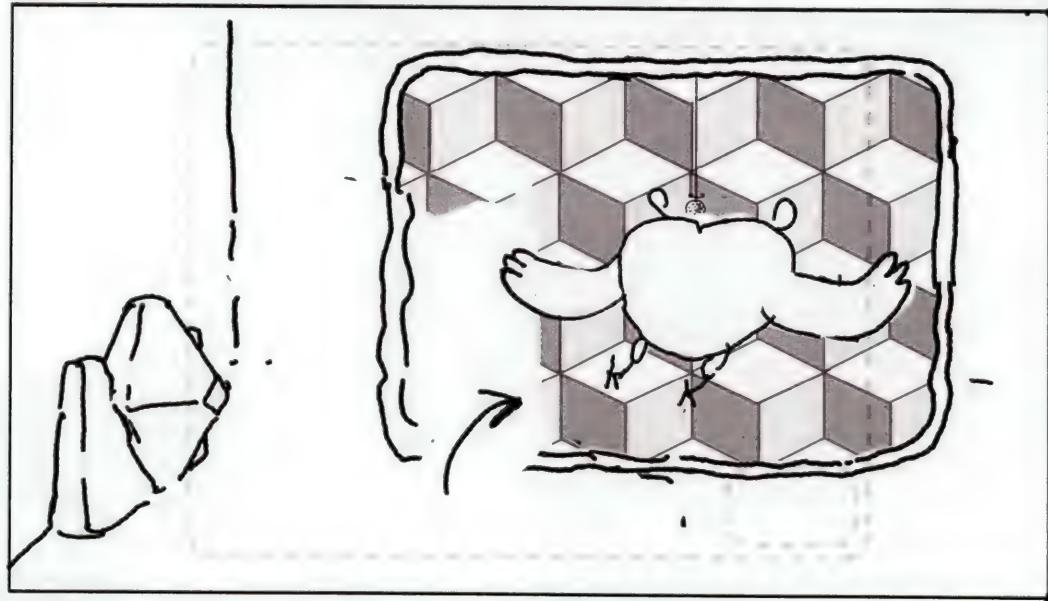
Sc.

18 CON^T Pnl.

D

Bg.

Page 31
31 next
H/Cut
day night



Dialog:

Action:

CO FLIES INTO PORTAL.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

the
Cart

1025/196

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ADVENTURE TIME



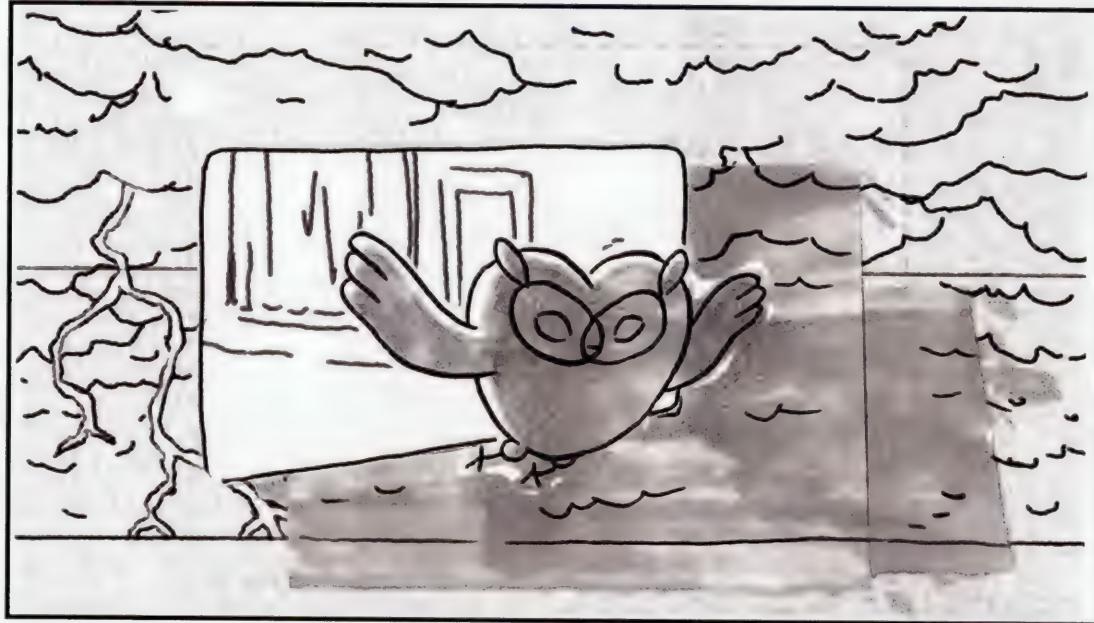
Sc. 19

Pnl. A

Bg.

day night

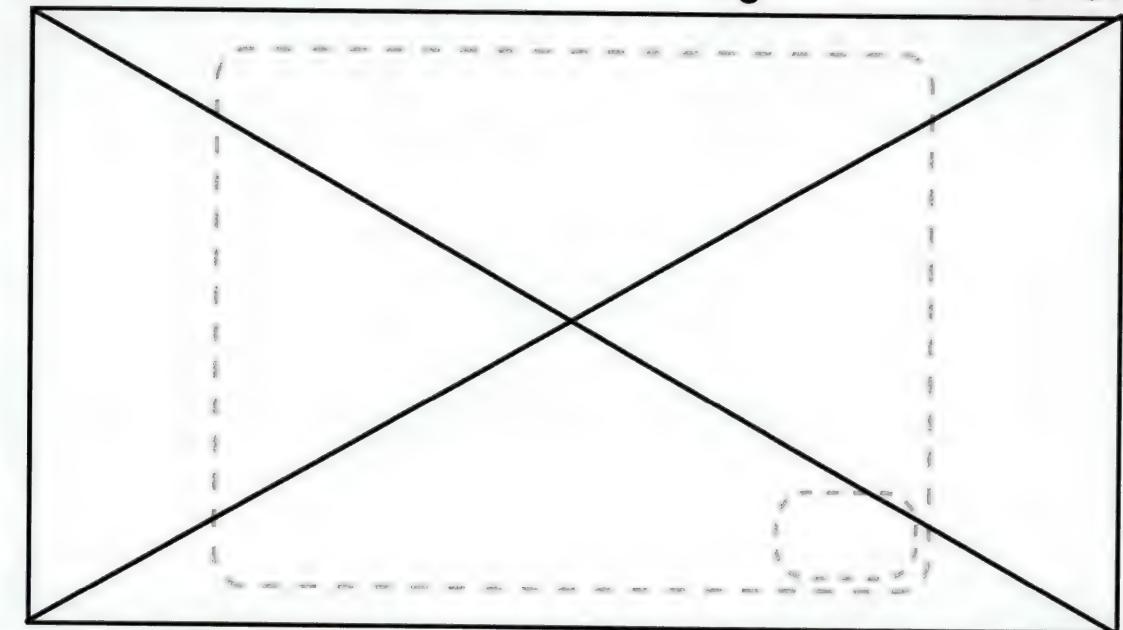
Sc.



Pnl.

Bg.

Page 31A
31 NEXT
day night



Dialog:

Action:

Timing:

SEP 12 2014

Production:

EPISODE # 1025-196

1025/196

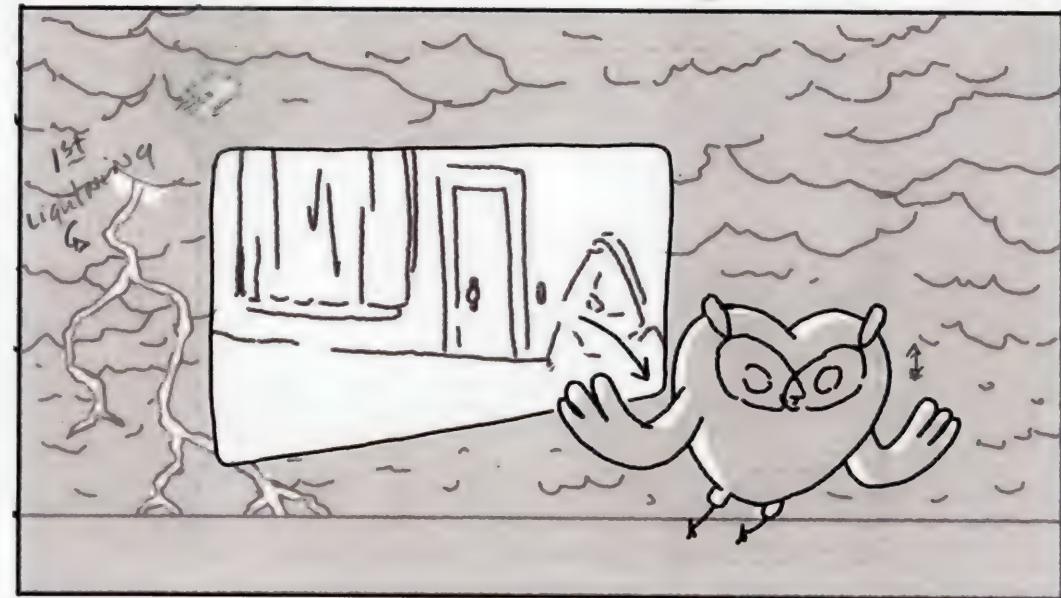
ADVENTURE TIME



Hu Cut

Sc. 19 cont Pnl. B Bg.

day night

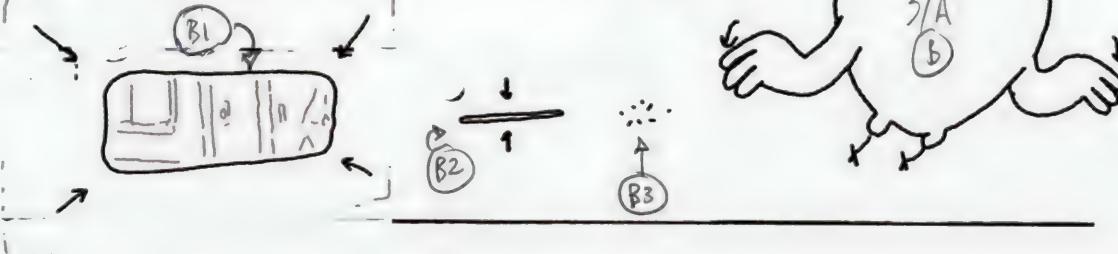
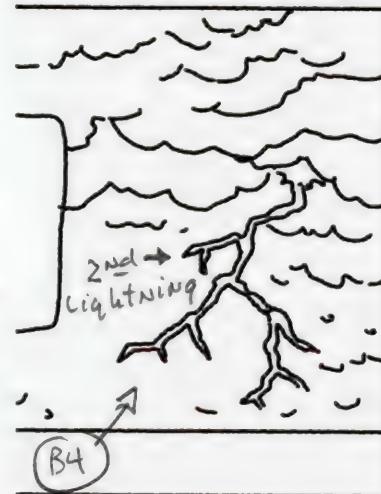


Dialog:

FWD sl INTO Hover

Action:

GATEWAY PORTAL CLOSES.

— SO FLAPS ONLY FINGERS
TO STAY AFLOAT.— DARK CLOUDS BEHIND PORTAL.
LIGHTNING GOES OFF.

SEP 12 2014

— LIGHTS REFLECT OFF OF DISCO BALL
ONTO WALLS SWIRLING AROUND.

Production :

Page 32

EPISODE # 1025-196

Hu Cut

Sc. 20 Pnl. A Bg.

day night



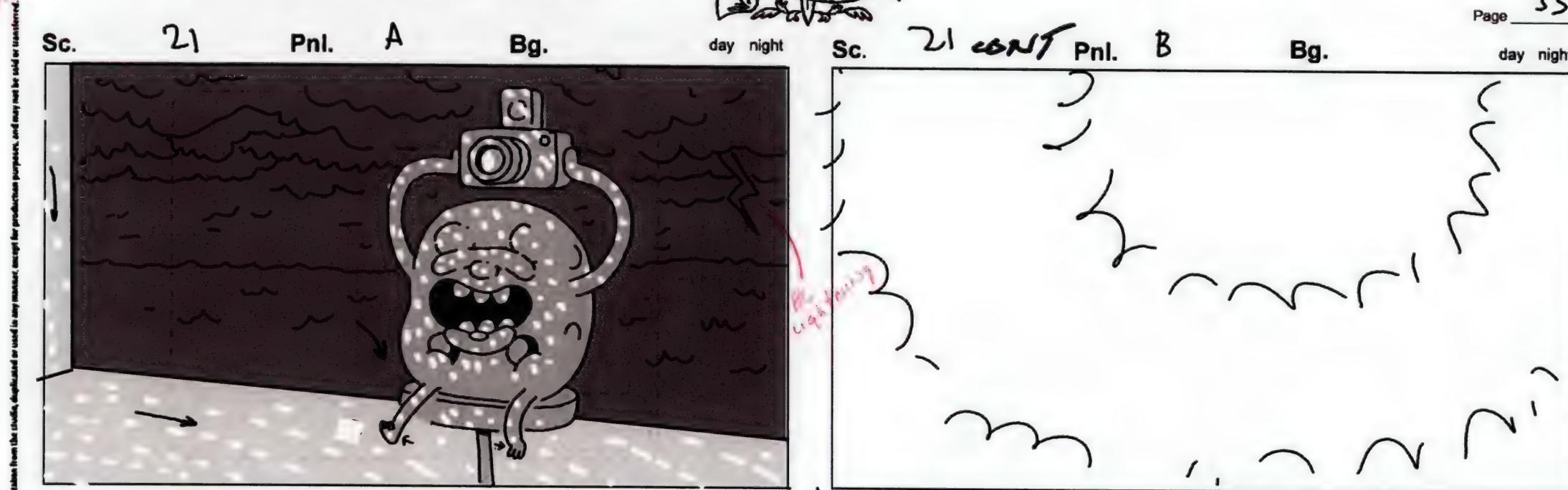
1025/196

ADVENTURE TIME



Page 33

1025/196



Dialog:

Jake / say CHEESE.

SFX: FWASH

Action:

- JAKE KICKS HIS FEET.
- DISCO LIGHTS PLAY ACROSS THE WALLS AND CHARACTERS FOR MOST OF THE DREAM.

FLASH BULB GOES OFF FILLING SCREEN WITH WHITE.

Timing:



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Kids
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Production :

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1025/196

ADVENTURE TIME

1025/196

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Sc. 21 cont Pnl. C Bg.

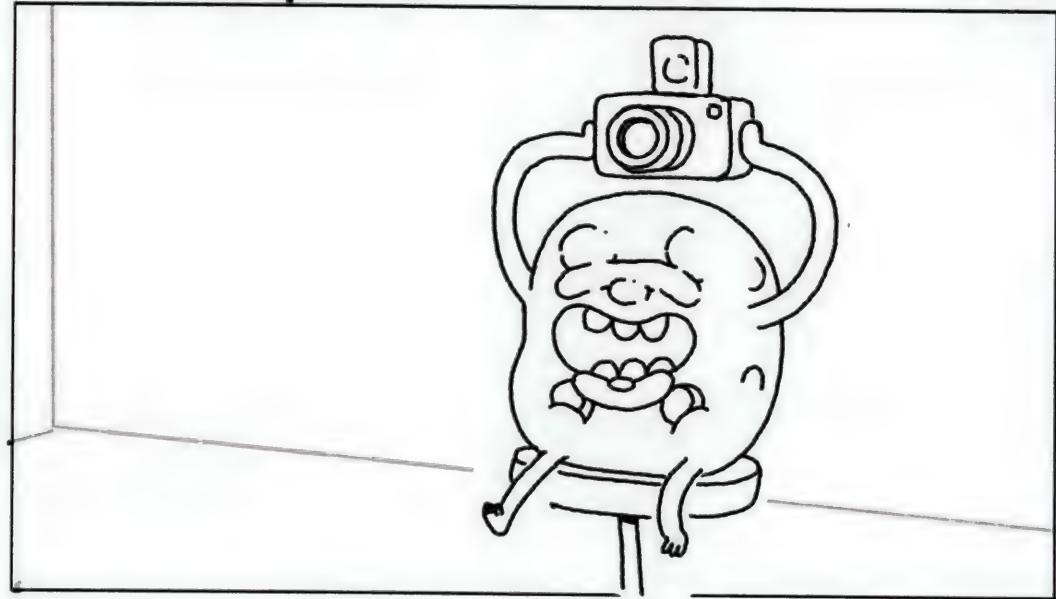


day night

Sc.

Hu
Cw

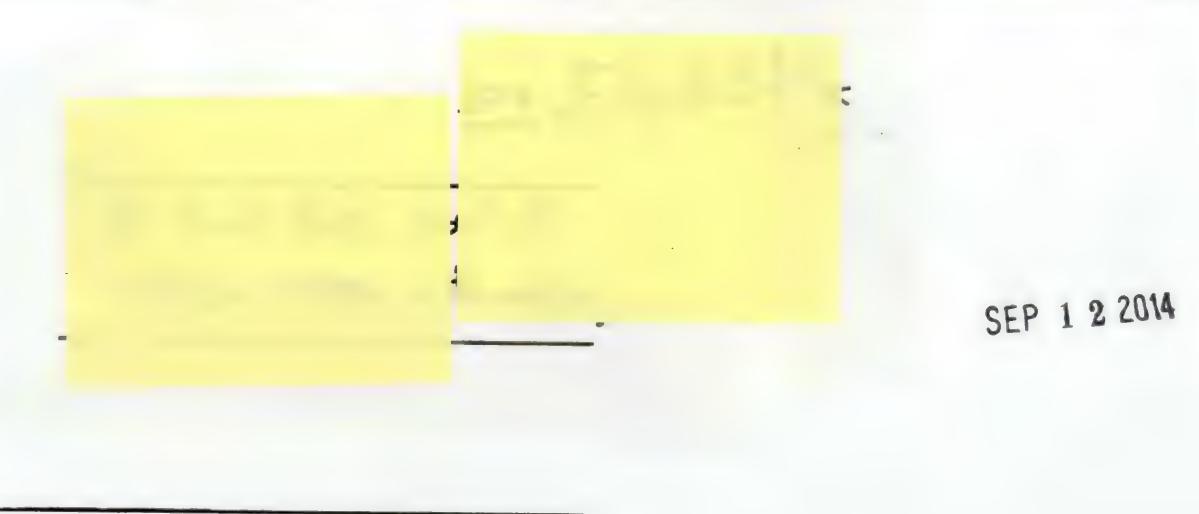
Page 34
day night



Dialog:

Action: FADES BACK FROM white.

Timing:



SEP 12 2014

1025/196

EPISODE # 1025-196

1025/196

HT Cut

ADVENTURE TIME

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Sc.

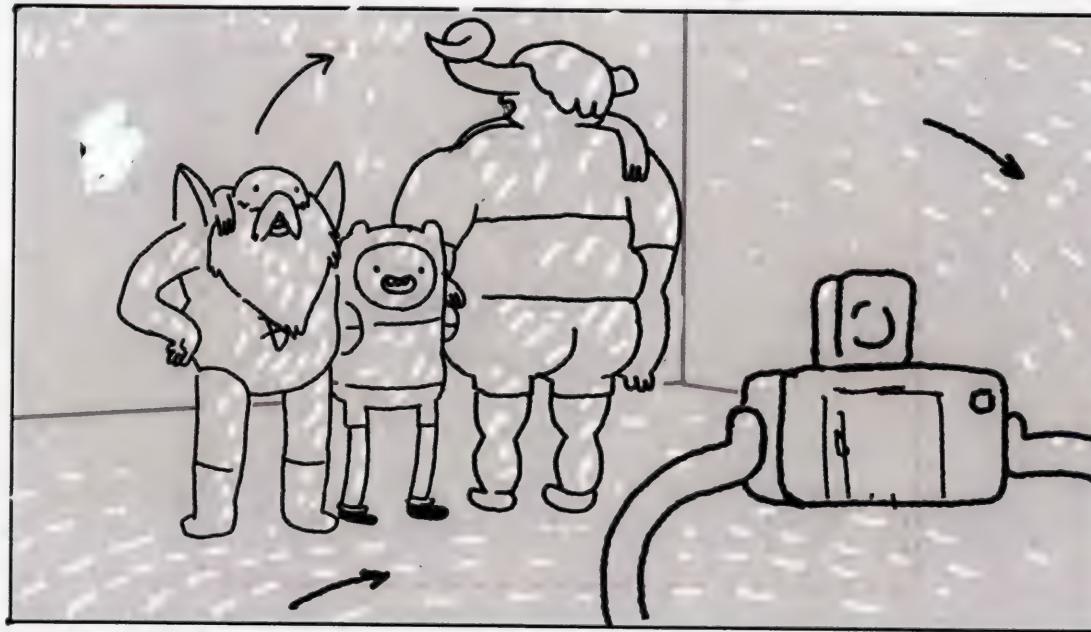
22

Pnl. A

Bg.



day night



Sc.

22 cont. III.

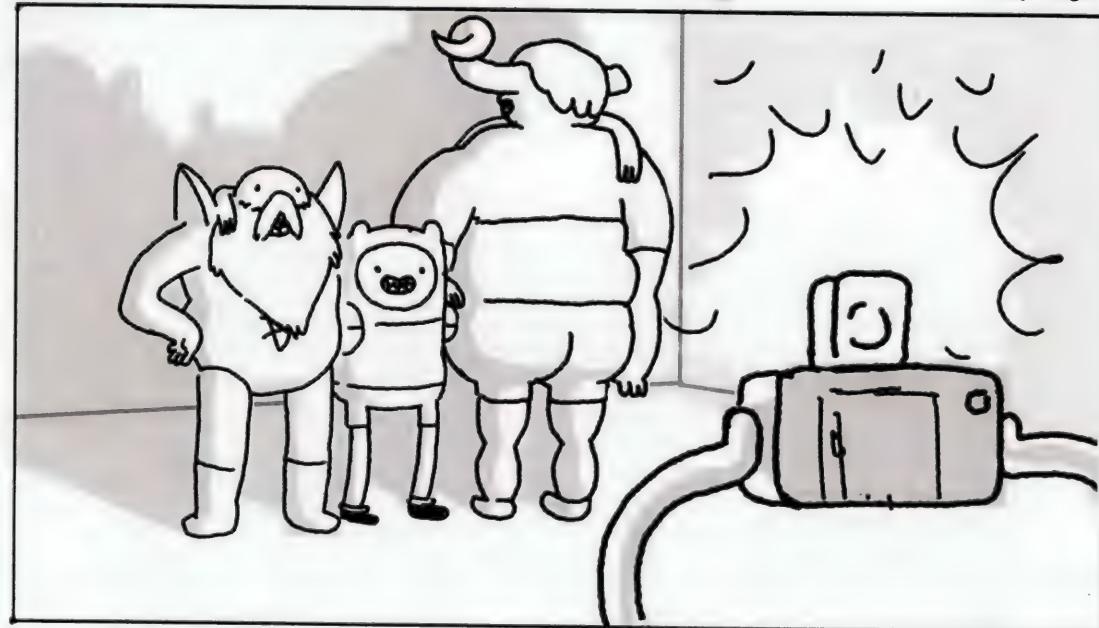
B

Bg.

day night

Page 35

Cut

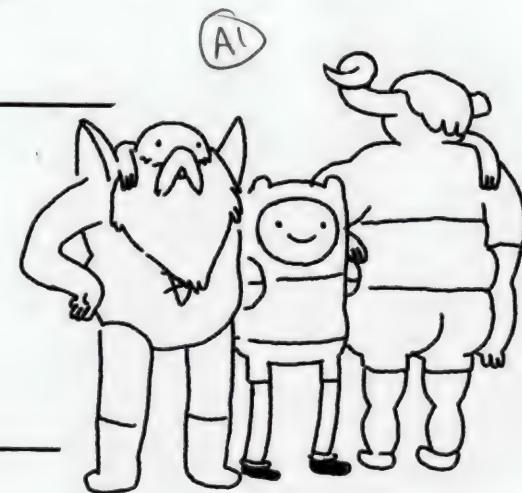


Dialog:

MARTIN
FINN : CHEESE!

sfx/* FWA SIT *

Action:



- CAMERA FLASHES.

Timing:

SEP 12 2014

Production :

1025/196

1025/196

EPISODE # 1025-196

1025/196

ADVENTURE TIME

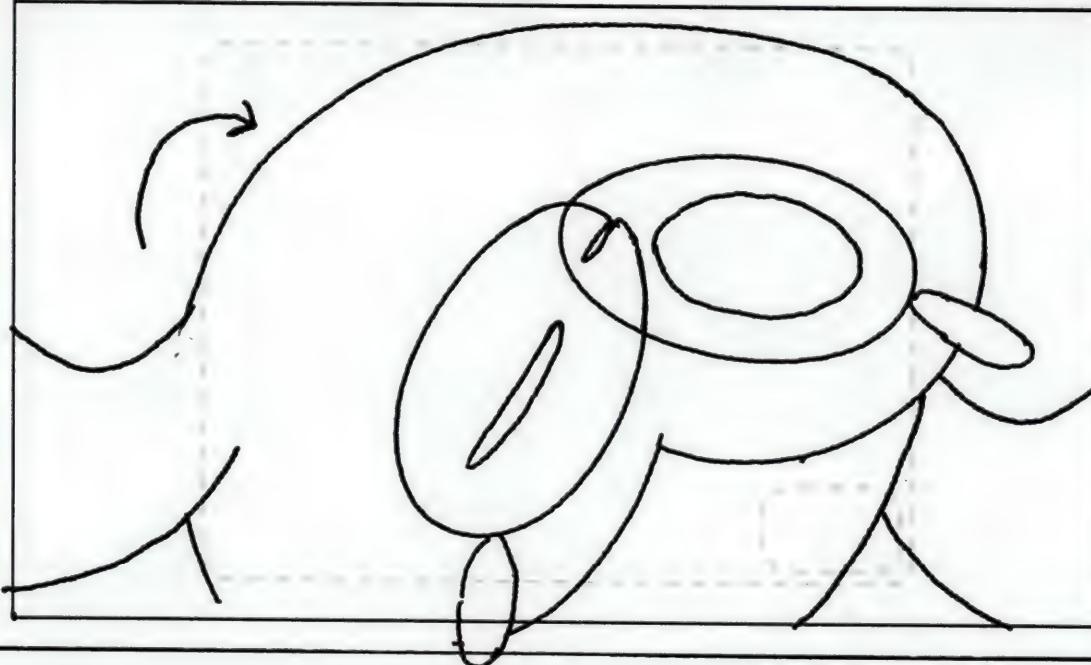
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Sc. 23 Pnl. A Bg.



Sc. 23 cont Pnl. B Bg.



Page 36
MANIFEST
day night
Cut

Dialog:



(A1) WINGS DOWN

C.O. HOO

Action:

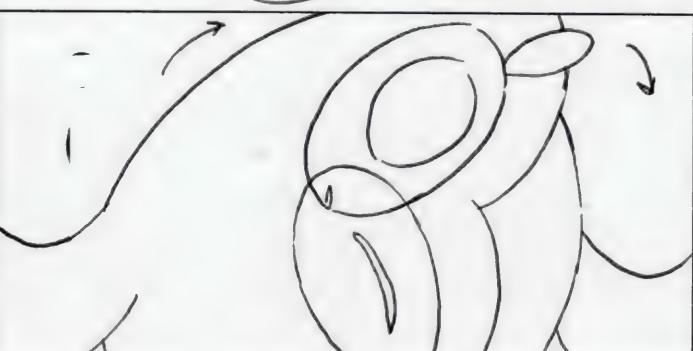
- CO HANGS

(A2)

Timin



CO DOES THAT NECK THING OWLS DO,



SEP 12 2014

Production :

1025/196

EPISODE # 1025-196

1025/196

ADVENTURE TIME



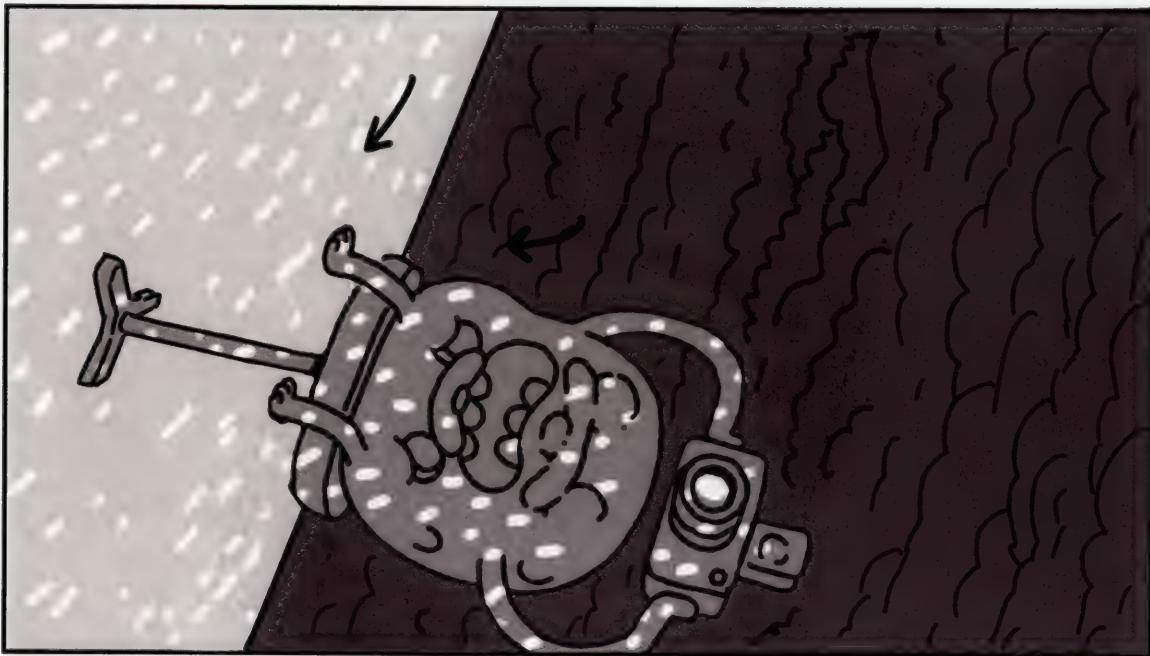
Sc. 24

Pnl. A

Bg.

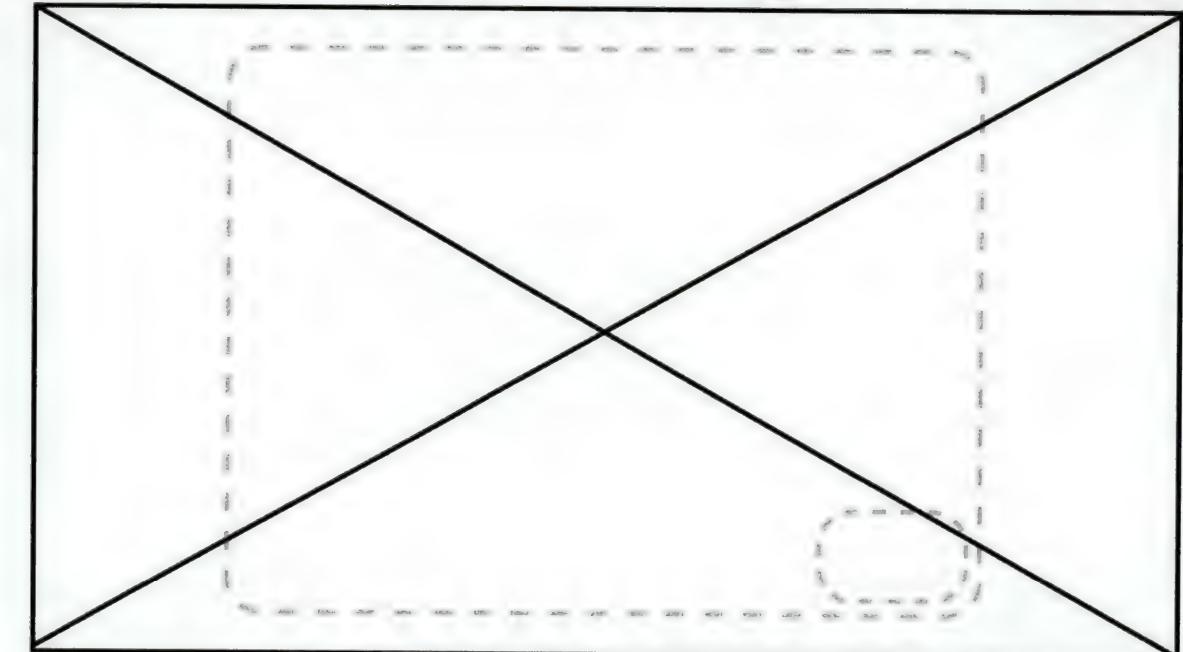
day night

Sc.



Pnl.

Bg.



Dialog:

Action:

Timing:

SEP 12 2014

1025/196

Production:

1025/196 EPISODE # 1025-196

Page 36A
37 NEXT
day night

ADVENTURE TIME



Sc.

24 cont Pnl. B

Bg.

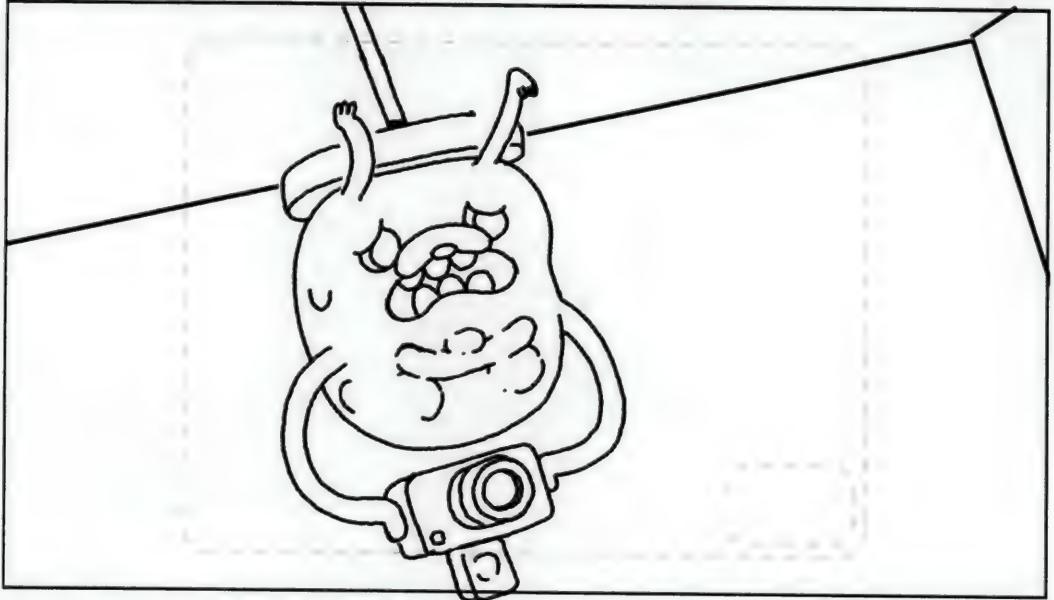
day night

Page 51

day night

EPISODE # 1025-196

Cut

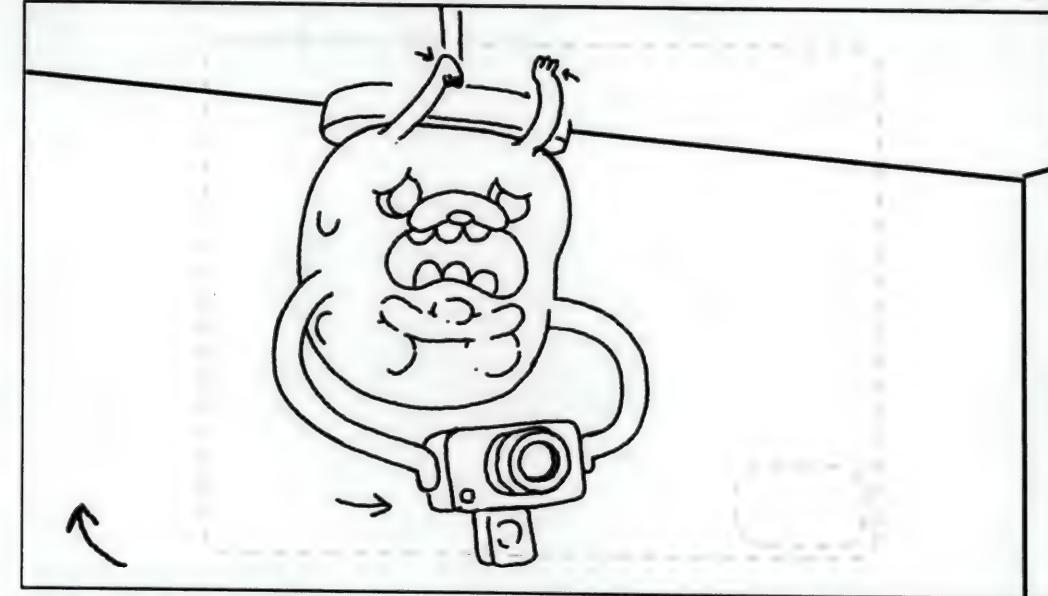


Sc.

24 cont Pnl. C

Bg.

day night



1025/196

Dialog:

(SAD)

J/ GOODBYE

(C)

Action:

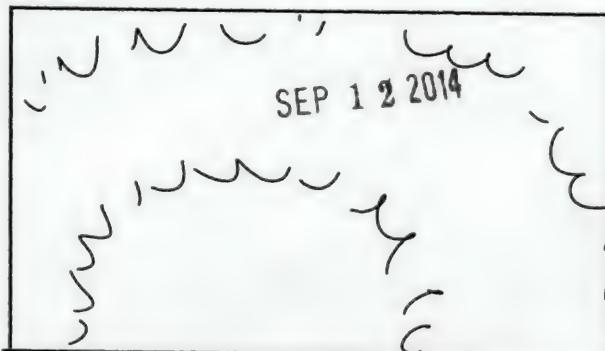
- C.O. POV

UPSIDE DOWN JAKE IS
Revealed to Be Sad.

Timing:

SEP 12 2014

FWASH.



1025/196

ADVENTURE TIME

Sc. 25

Pnl. A

Bg.



day night



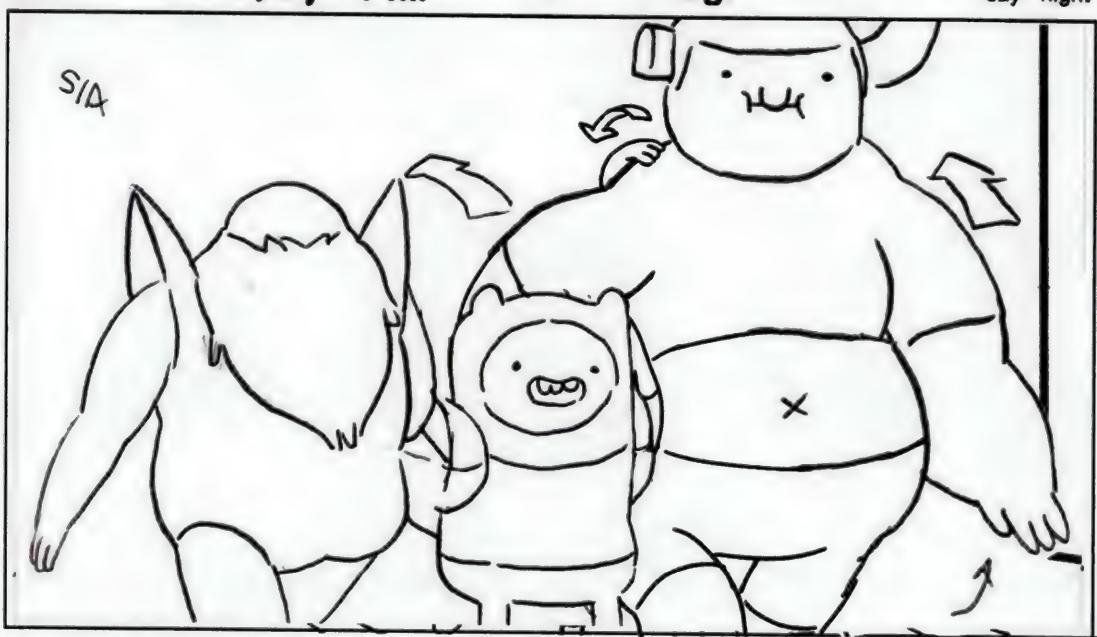
Sc. 25 cont

Pnl. B

Bg.

Page 38

day night



Dialog:

FINN: HELLOOO.

b.

Action:

- SWEET P HAS
NO MOUTH.

Timing:

- SLOW TRUCK OUT.
MARTIN & sweet pen walk away.
WOLF STARTS TO MOVE AWAY WITH THEM.

SEP 12 2014

Production :

1025/196

1025/196

ADVENTURE TIME

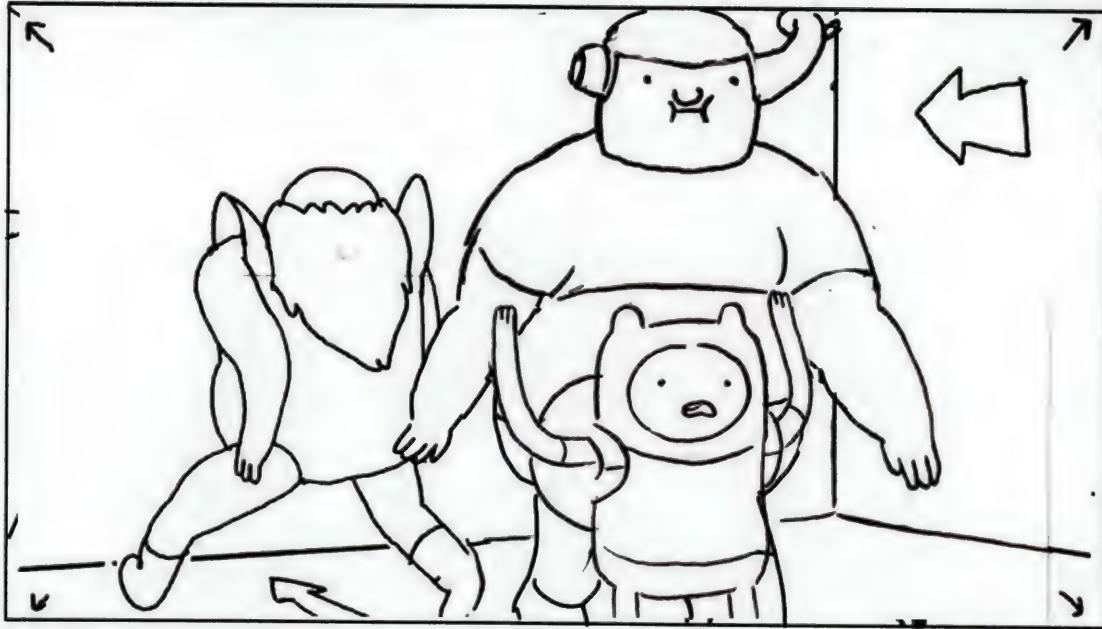
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Sc. 25 CONT Pnl. C Bg.



day night



Sc. 25 CONT Pnl. D Bg.

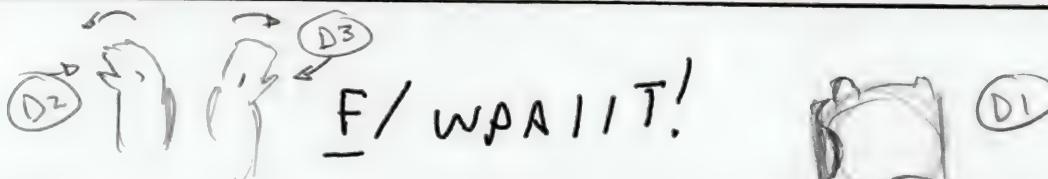
Page 39

day night



Dialog:

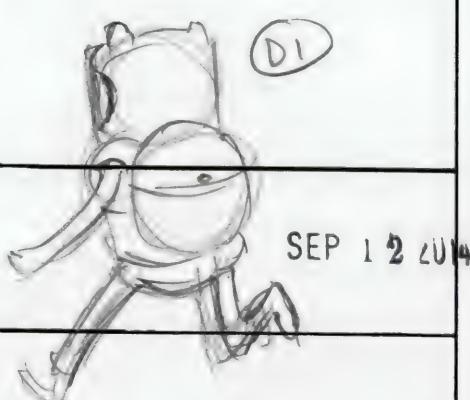
FINN / WAIT!



F / WAIT!

Action:
WALL CONTINUES moving FURTHER AWAY.
PINN STARTS running IN place.
CAMERA CONTINUES to TRUCK OUT.

CONTINUES TO TRUCK OUT.



Timing:

Production :

EPISODE # 1025-196

1025/196

ADVENTURE TIME



day night

Sc. 25 CONT Pnl. E Bg.



Sc. 25 CONT Pnl. F Bg.

Page 40
40 ANEXT
day night

Dialog:

Action: FAR WALL KEEPS RECEDDING INTO THE DISTANCE.

FINN IS RUNNING ON A TREADMILL.
WALL CONTINUES TO RECEDE.

SEP 18 2014

Timing:

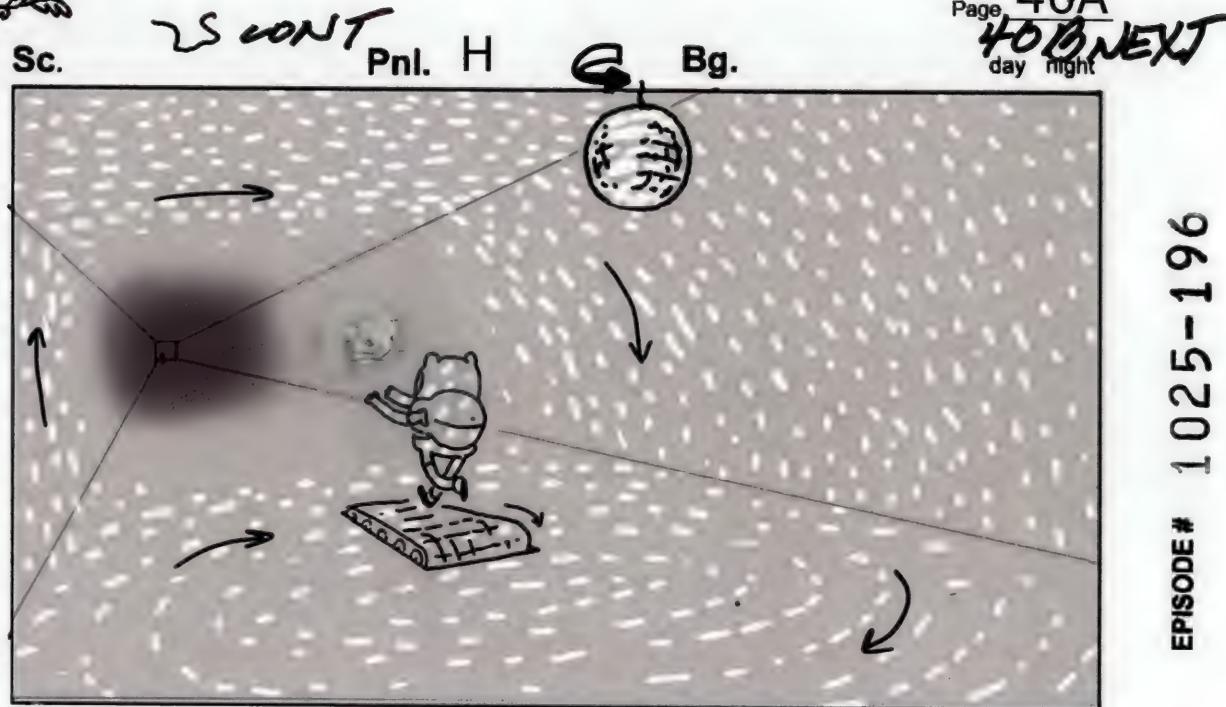
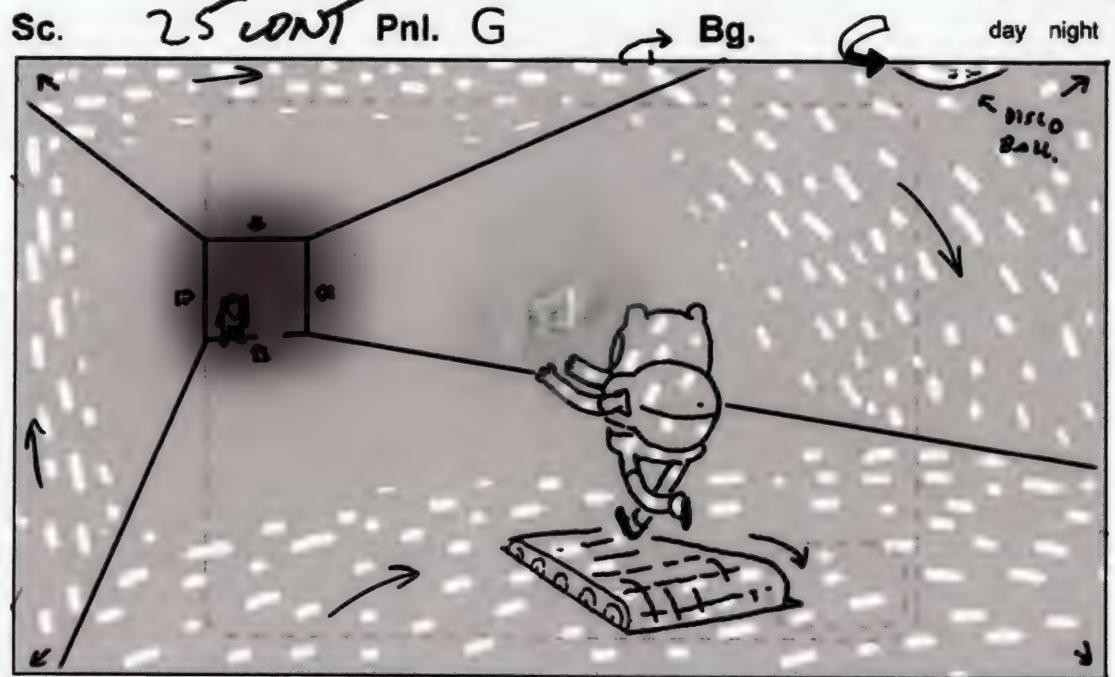
EPISODE # 1025-196

Production :

1025/196

ADVENTURE TIME

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Page 40A
40B NEXT

EPISODE # 1025-196

1025/196

Dialog:

Action: PAR WALL KEEPS RECEESSING INTO THE DISTANCE.

FINN IS RUNNING ON A TREADMILL.
WALL CONTINUES TO RECEEDE.

Timing:



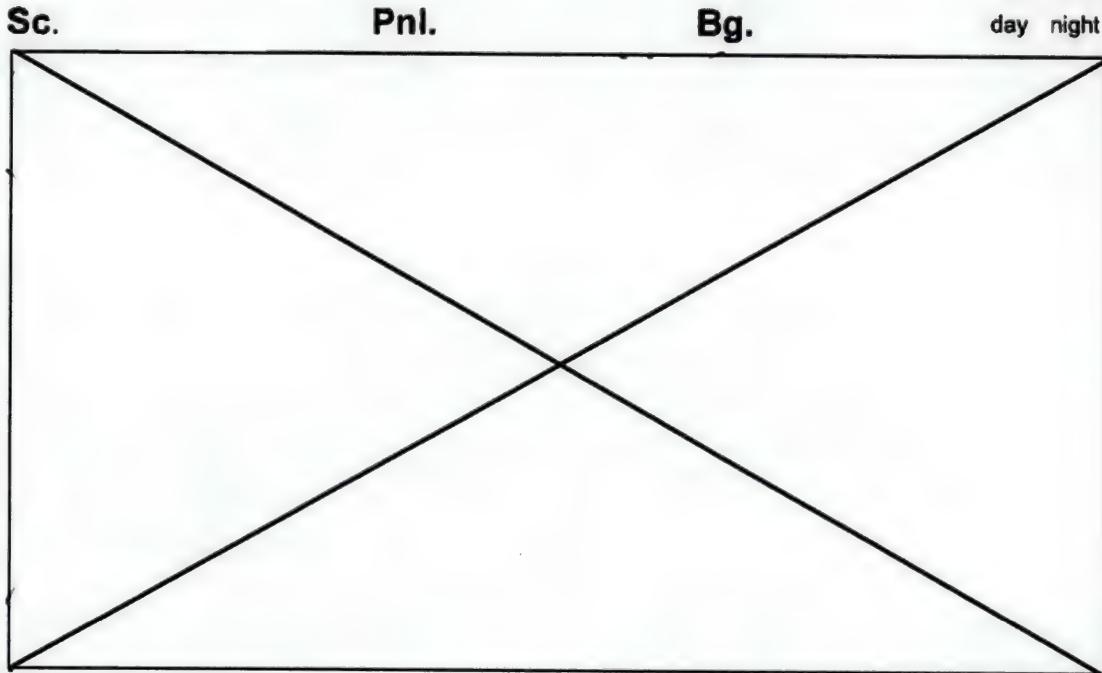
Production :

1025/196

ADVENTURE TIME



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day night

Sc.

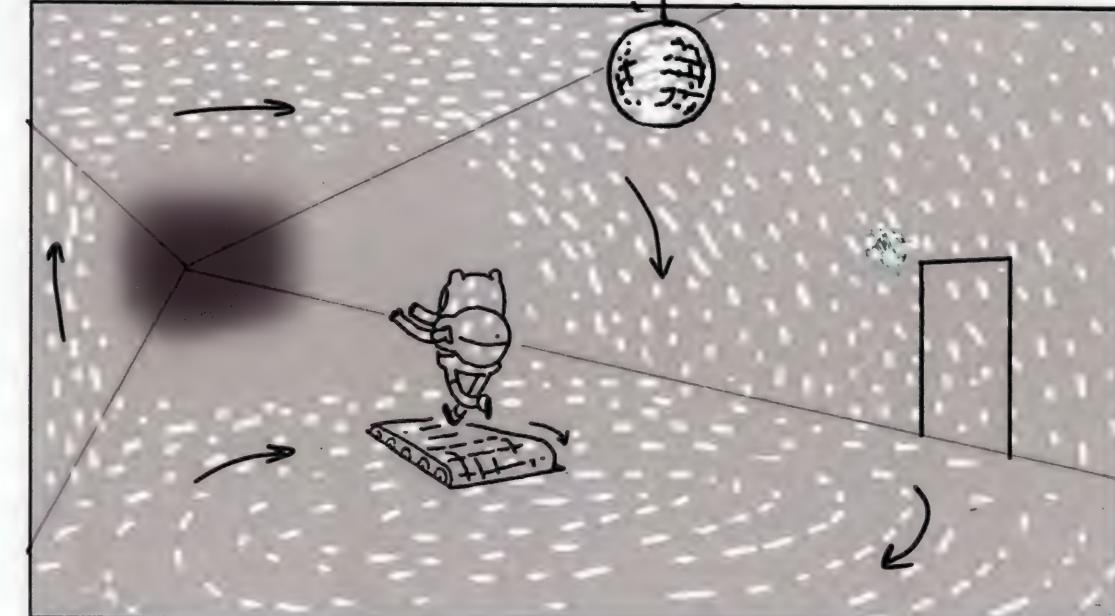
25 cont

Pnl. I

Bg.

40B
Page 41
day night

HU Cut



EPISODE # 1025-196

1025/196

SEP 12 2014

Dialog:

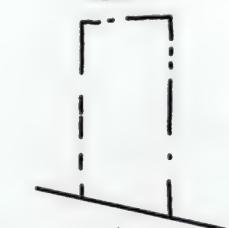
Action: FAR wall keeps Receding into the distance.

Door forms in the side wall.

Timing:



I2

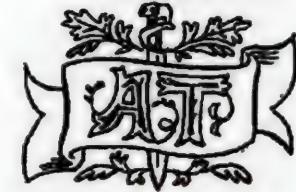
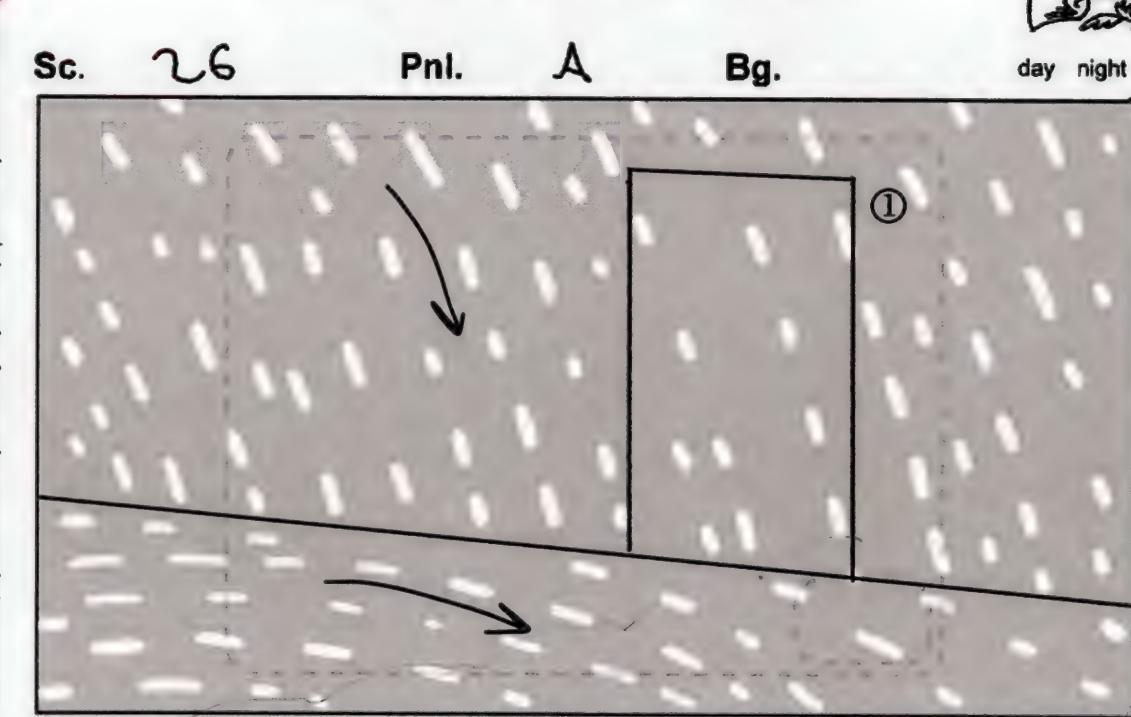


Production :

1025/196

Hot Cat

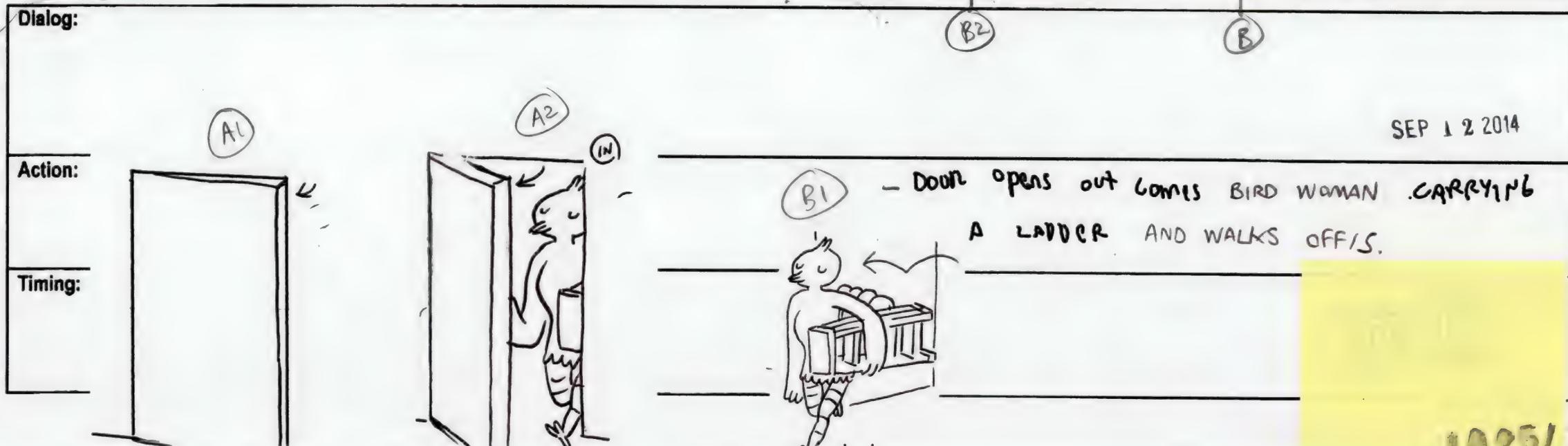
ADVENTURE TIME



Page 41

Hot Cat

1025/196



Production :

EPISODE # 1025-196

1025/196

ADVENTURE TIME

Cut

1025/196

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Sc.

27

Pnl.

A

Bg.



day night



Sc.

27 cont

Pnl.

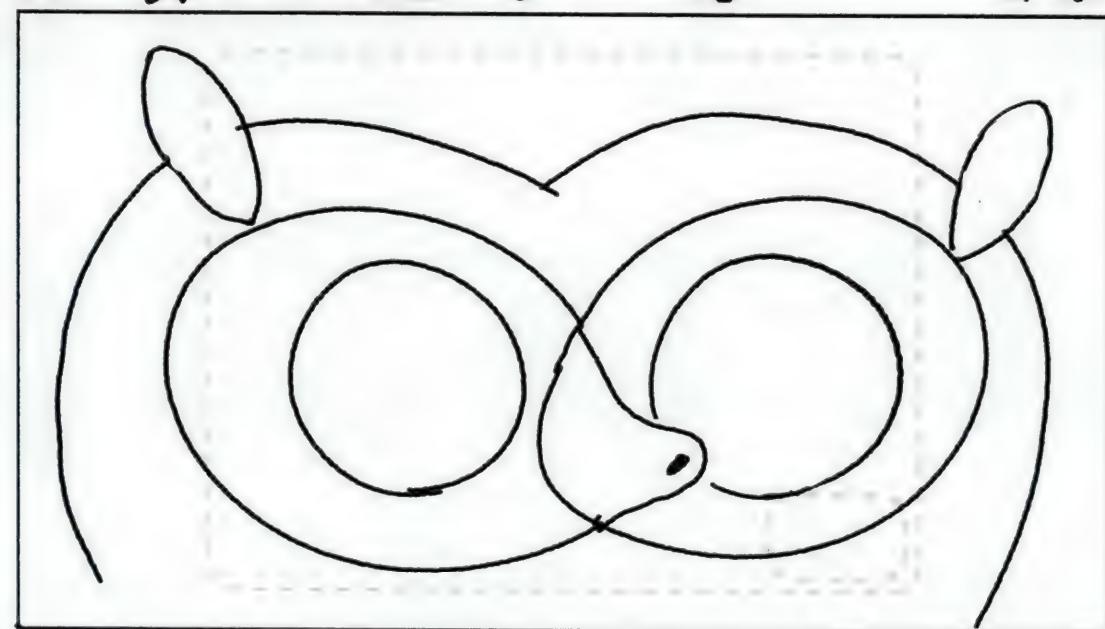
B

Page

42

day night

Hot Cut



Dialog:

(no hover)

CO HOO'S THAT?!

Action:

SEP 12 2014

Timing:

Production :

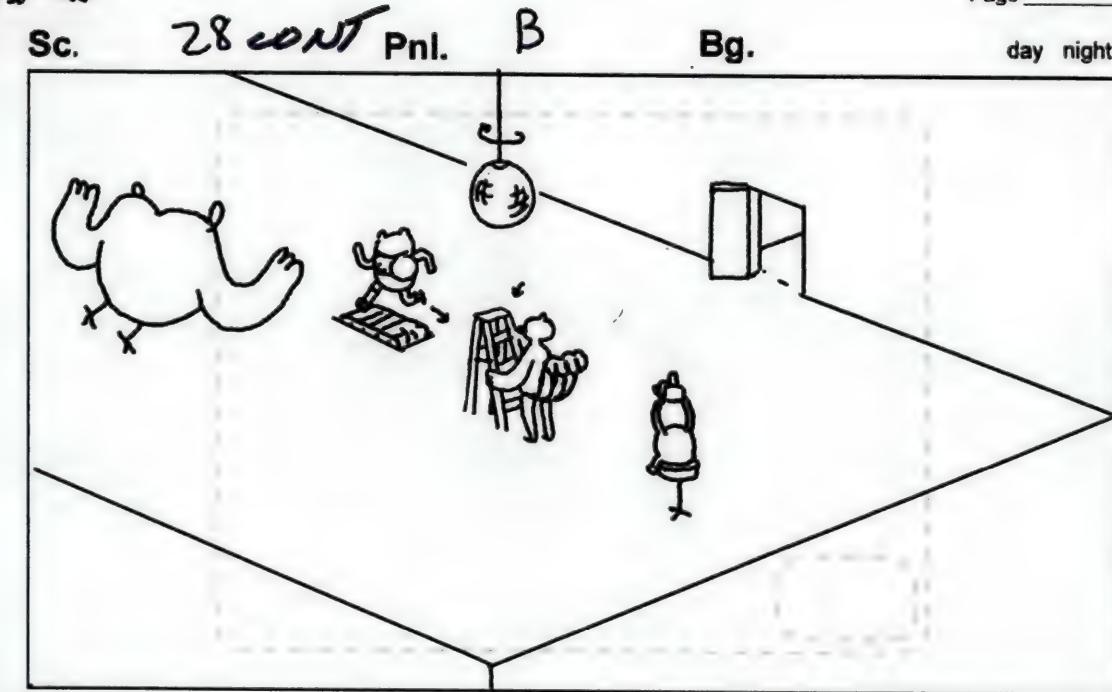
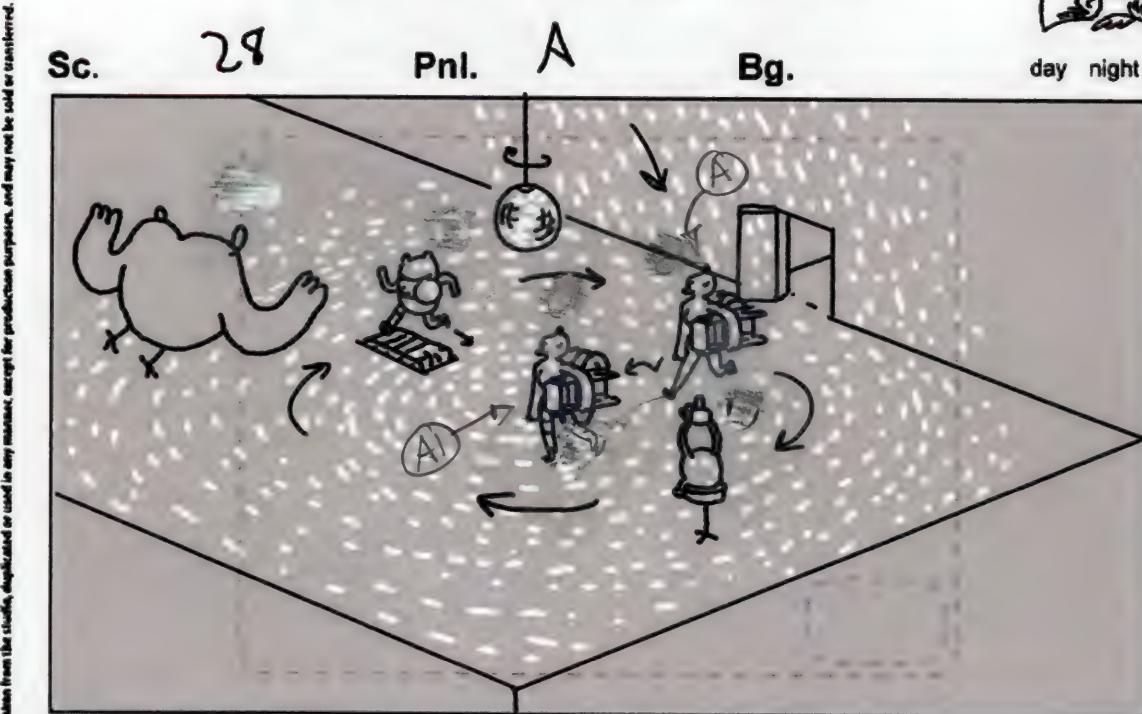
EPISODE # 1025-196

1025/196

1025/196

Hot Act

ADVENTURE TIME



1025/196

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Page 43
Hot Act

EPISODE # 1025-196

Production :

1025/196

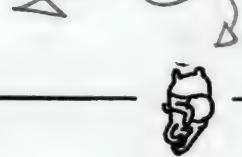
Dialog:

Action:

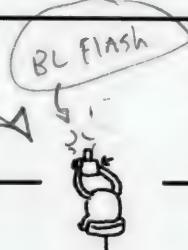
Timi.



CD still flying



fin still runnin



Jake still taking photos.

DG walks to the center of the room.
Places ladder under Disco Ball.



SEP 12 2014

1025/196

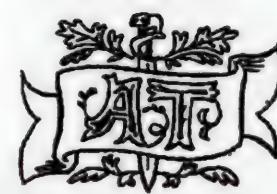
the
Cut

ADVENTURE TIME

1025/196

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Sc. 29 Pnl. A Bg.



day night



Sc. 29 cont Pnl.

B

day night



Dialog:

RUMBLE of DISTANT THUNDER.

Action:

BL: CLIMBS LADDER.

(BL)



Timing:

Production :

1025/196

Page 44

EPISODE # 1025-196

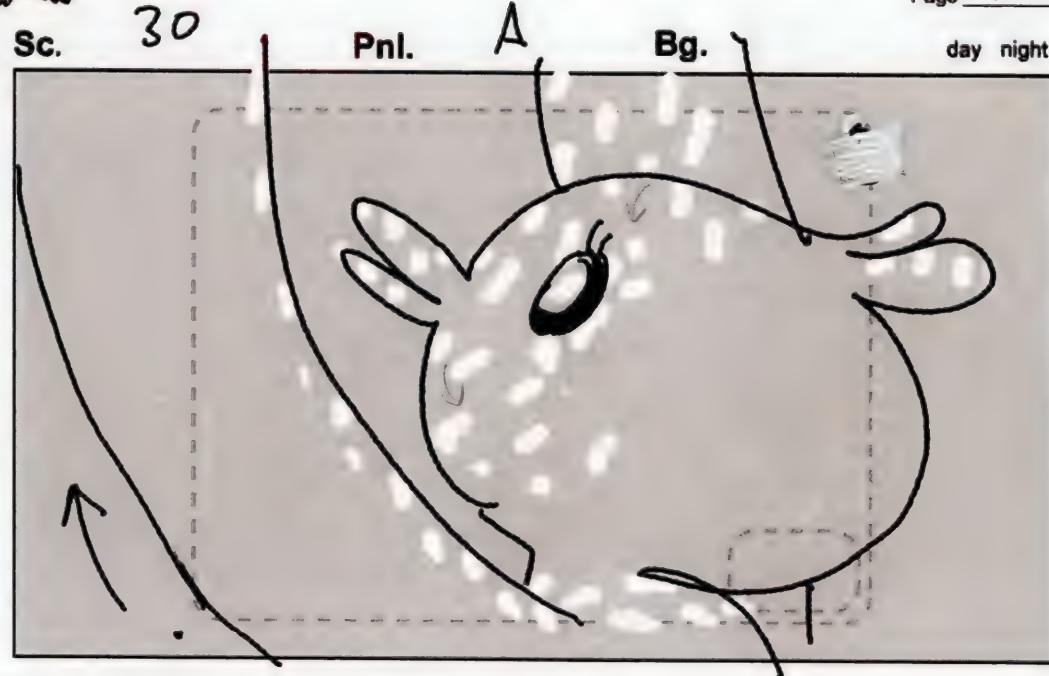
1025/196

ADVENTURE TIME

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It's Cut



Page 45

It's Cut

EPISODE # 1025-196

RECORDED

Dialog:

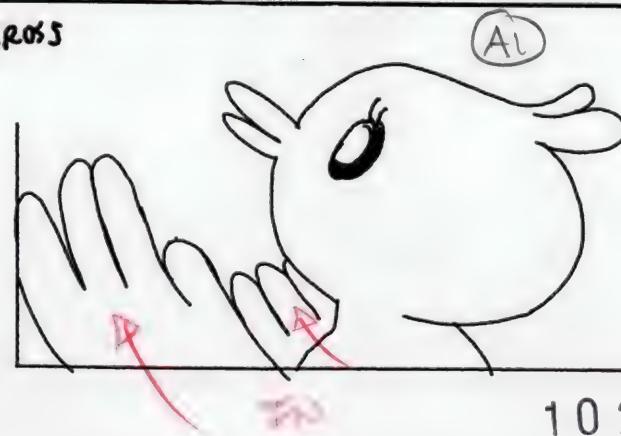
CO (offscreen) / SHE'S SO BEAUTIFUL.

SEP 12 2014

Action: S2e Reaches up for disco Dave.

- DISCO LIGHTS PLAY ACROSS
HER FACE.

Timing:



1025/196

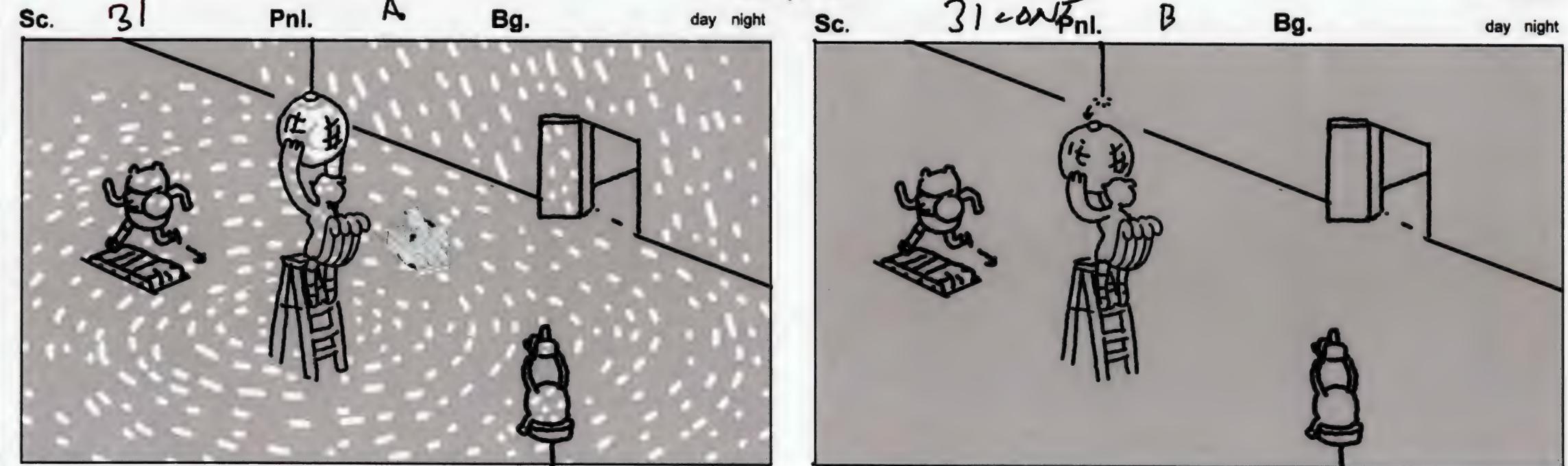
1025/196

HO
CUT

ADVENTURE TIME



Page 46



1025/196

Dialog:

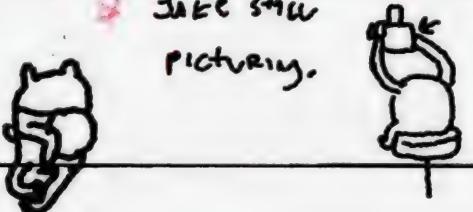
SFX: *SNAP*

Action: DISCO LIGHTS Stop spinning when she grabs the ball.

D6 PULLS DISCO BALL DOWN.

SEP 12 2014

Timing: FINN STILL
RUNNING



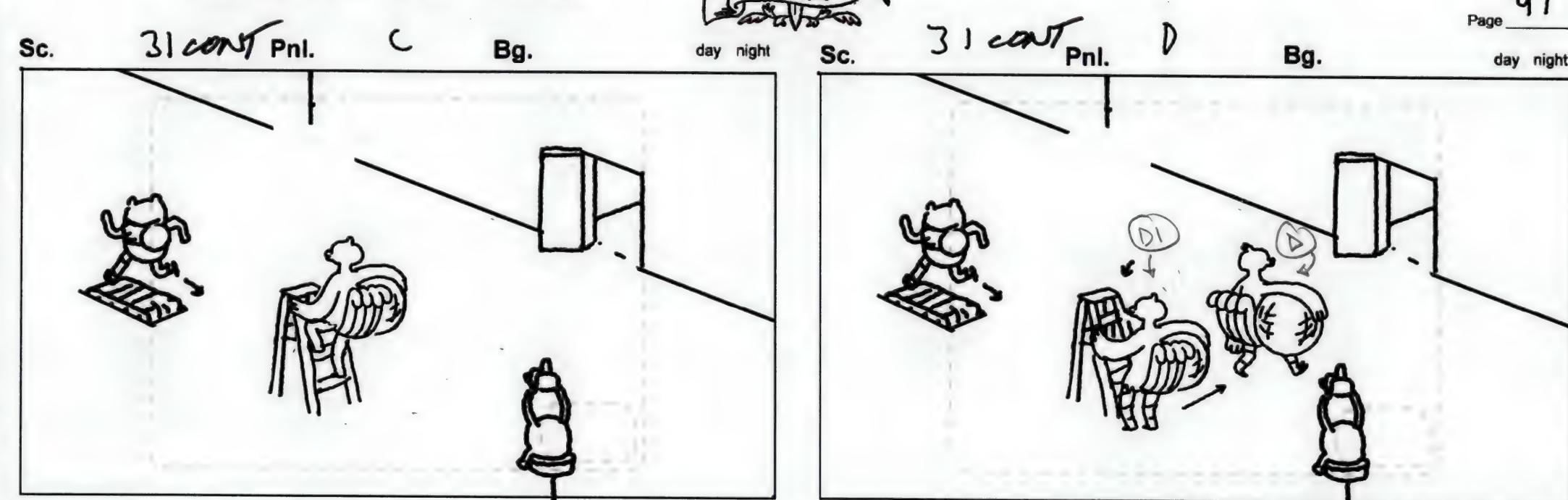
Production :

EPISODE # 1025-196

1025/196

1025/196

ADVENTURE TIME



Dialog:

Action: DG CLIMBS DOWN LADDER

WALKS TOWARDS DOOR.

SEP 12 2014

Timing:

Production :

1025/196

to Cut

ADVENTURE TIME



Sc. 32

Pnl.

A

Bg.

day night



Sc. 32 cont

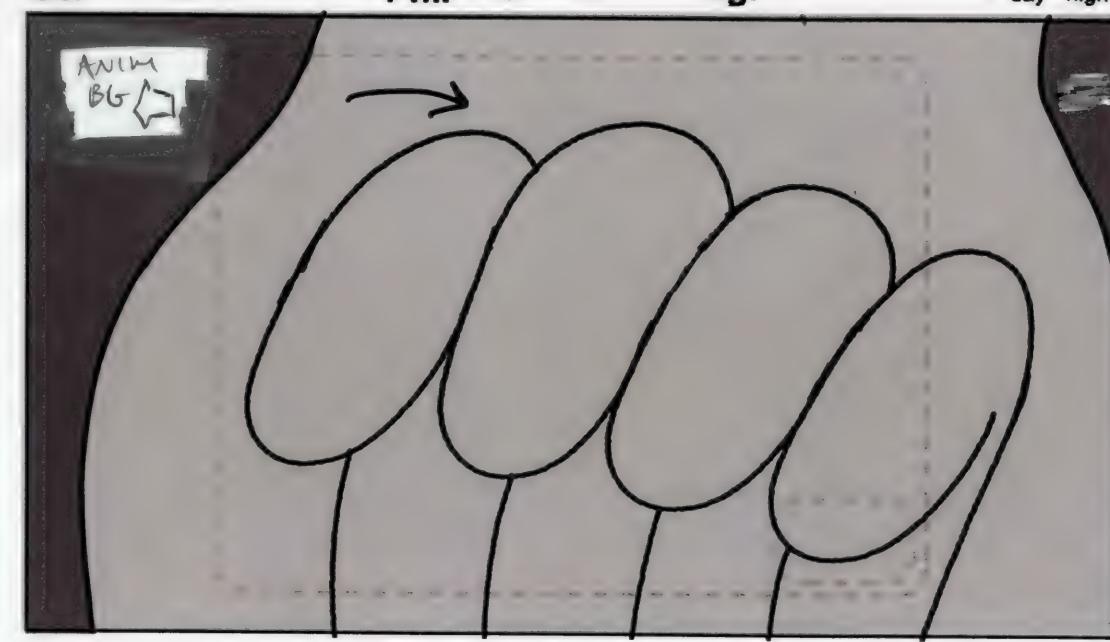
Pnl.

B

Page

48

day night



EPISODE # 1025-196

Production :

1025/196

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Dialog:

Action:

- We see HER TAIL feathers Swaying.

SEP 12 2014

Timing:

1025/196

ADVENTURE TIME



Cut

49

Page

Sc.

33

Pnl.

A

Bg.

day night



Sc.

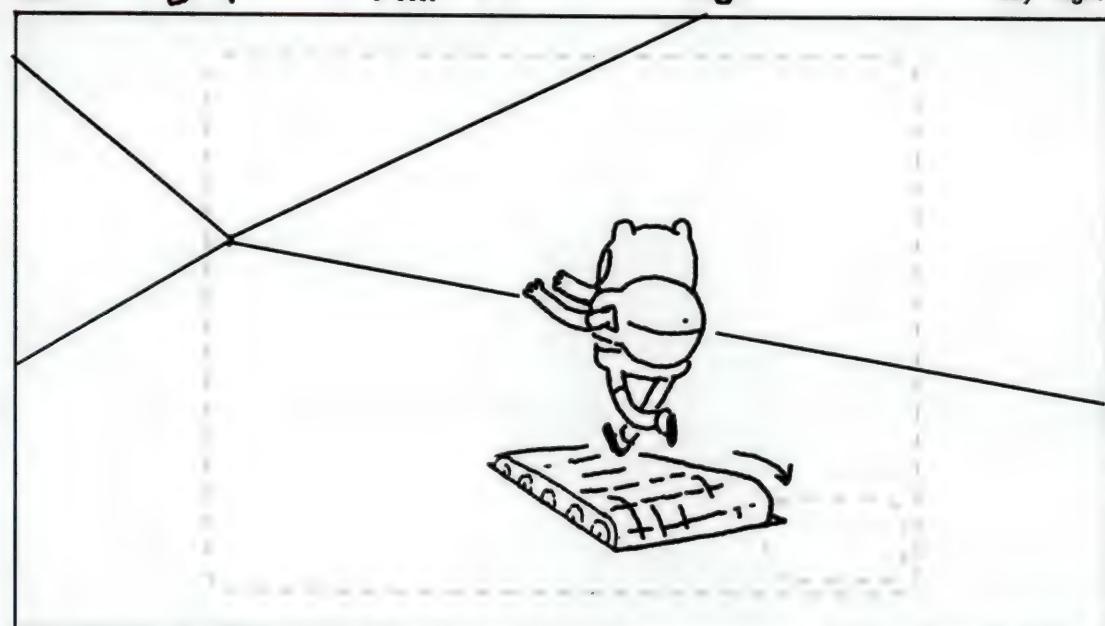
34

Pnl.

A

Bg.

day night

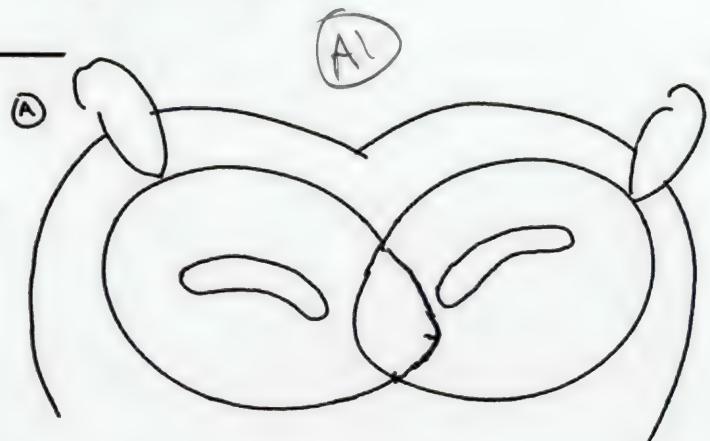


1025/196

Dialog:

CO / BUTT FEATHERS.

Action:



Timing:

SEP 12 2014

Production :

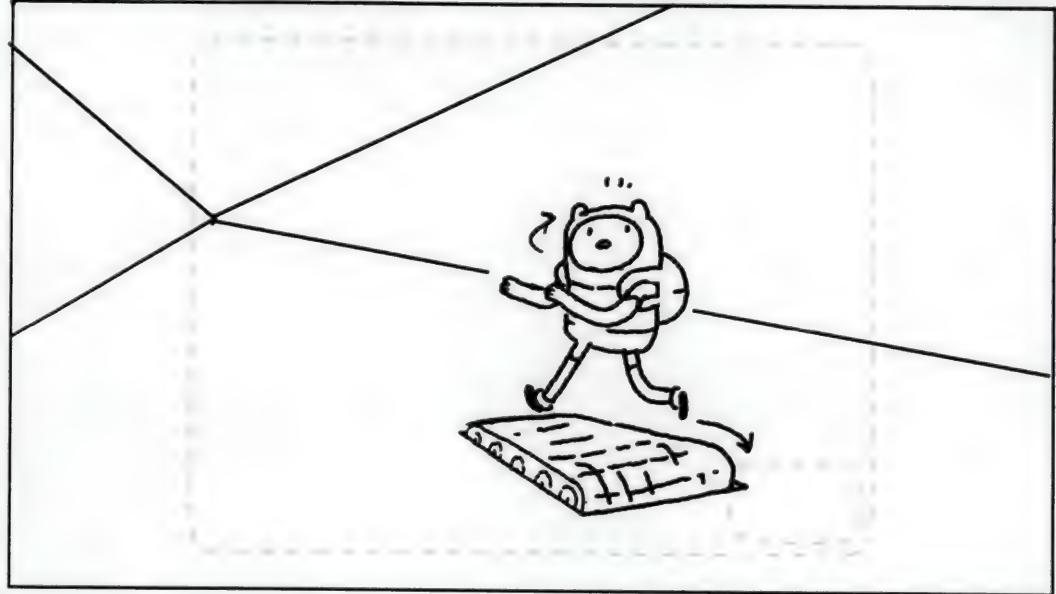
1025/196

ADVENTURE TIME

1025/196

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Sc. 34 ~~cont~~ Pnl. B Bg.



Ho Cut

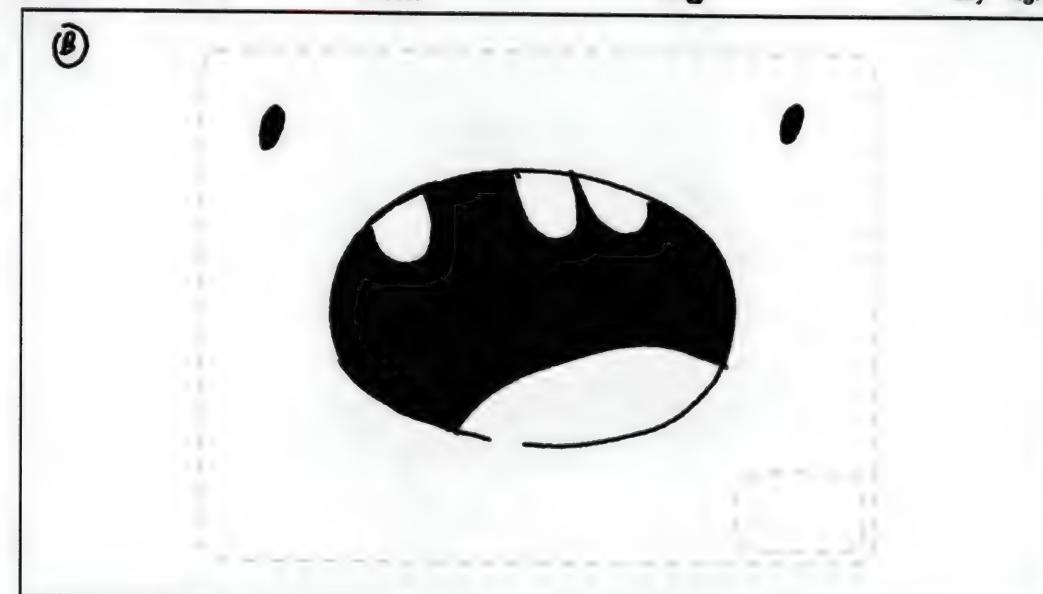
day night

Sc. 35 Pnl. A Bg.

Page 50

day night

Ho Cut
EPISODE # 1025-196



Dialog:

F: HUH?

F/ WHOA, THE 'cosmic owl'?!

(1)

Action:

- FINN LOOKS BACK

(AU)

SEP 12 2014

Timing:

0

Production :

1025/196

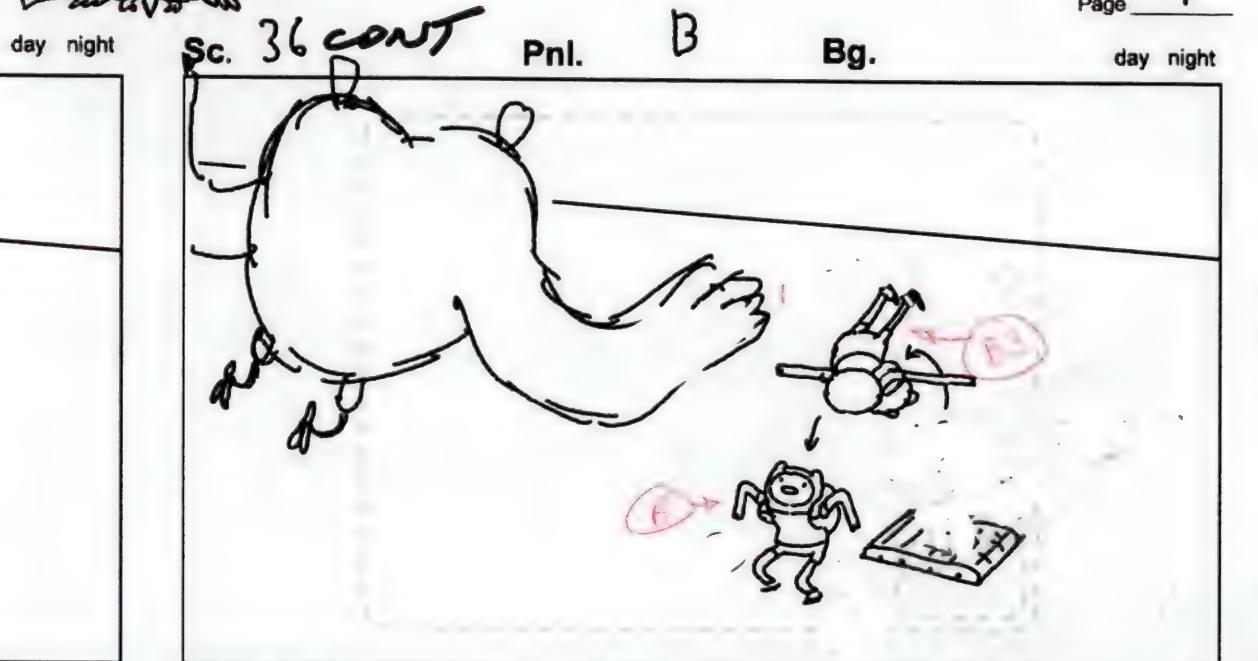
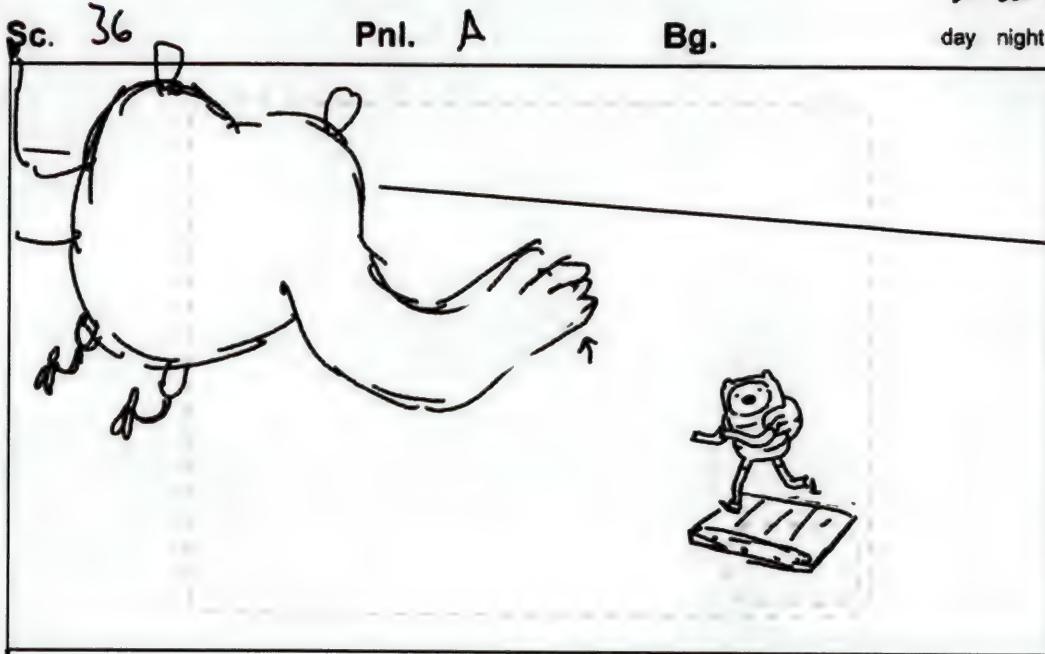
1025/196

W.C.

ADVENTURE TIME

1025/196

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Page 51

EPISODE # 1025-196

1025/196



1025/196

ADVENTURE TIME

1025/196

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Sc. 36 CONT Pnl. C Bg.



*Hic
Act*

day night

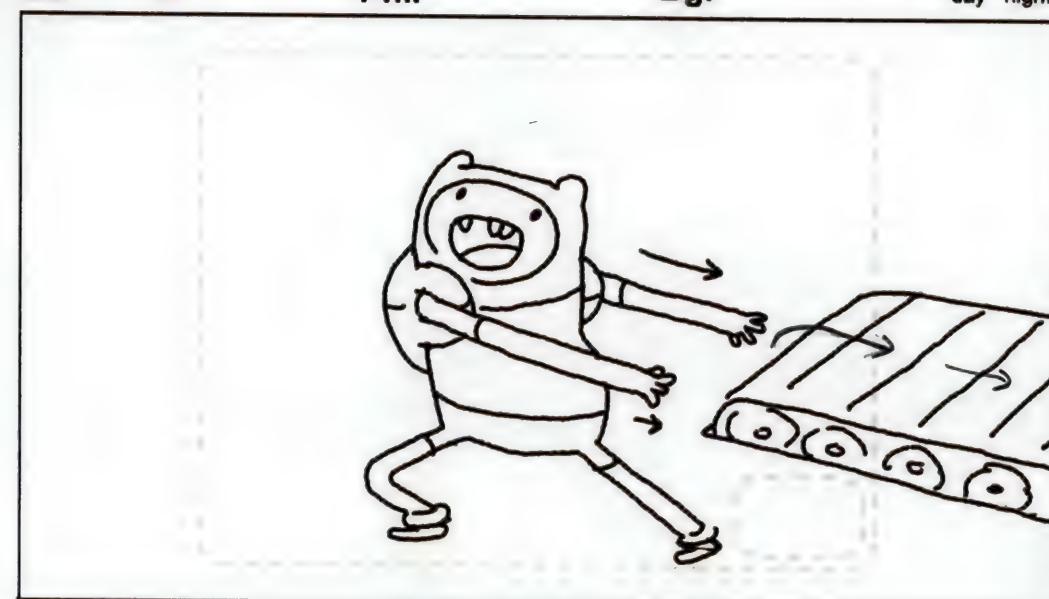
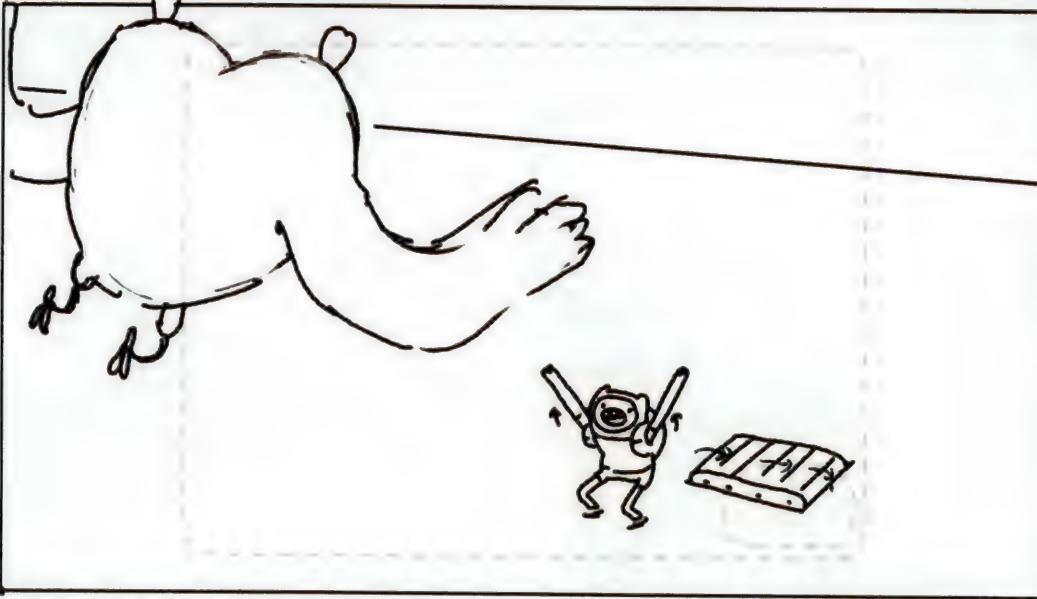
Sc.

37

Pnl.

A

Page 52
day night



Dialog:

F/ IS THIS A PROPHETIC DREAM?

Action: on the words "prophetic dream"
FINN WAVES HANDS BACK AND FORTH.

Timing:



F/ IS THIS STUFF ALL...

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EPISODE # 1025-196

Production :

1025/196

1025/196

ADVENTURE TIME

1025/196

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Sc.

37 cont Pnl. B

Bg.

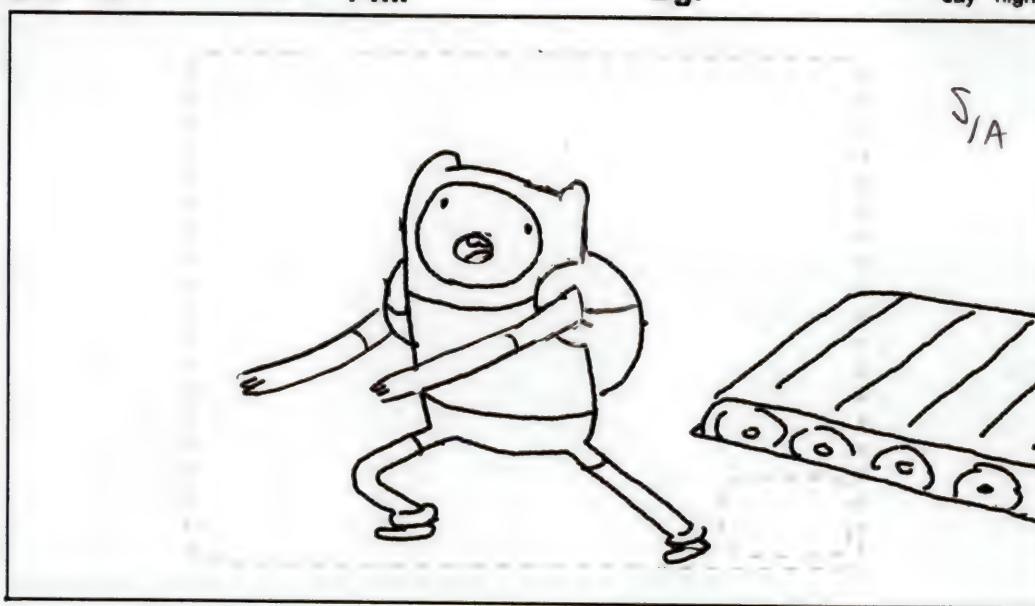
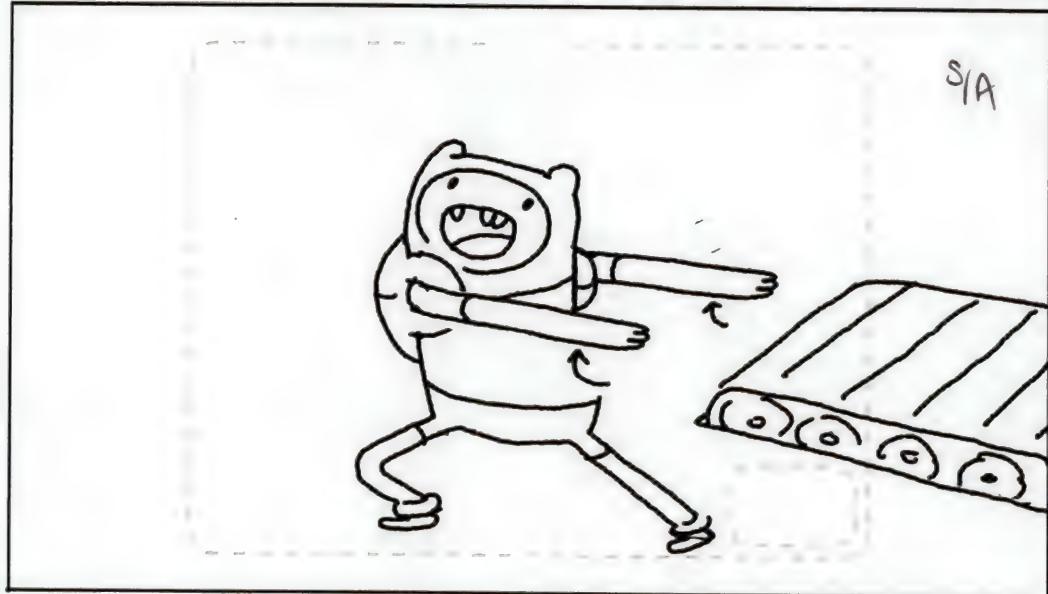


day night

Sc. 37 cont Pnl. C

Bg.

Page 53
53 NEXT
day night
Cut



EPISODE # 1025-196

1025/196

Dialog:

F/ SYMBOLIC

F/ OR LITERAL? (C1)

Action:



Timing:

Production :

1025/196

ADVENTURE TIME

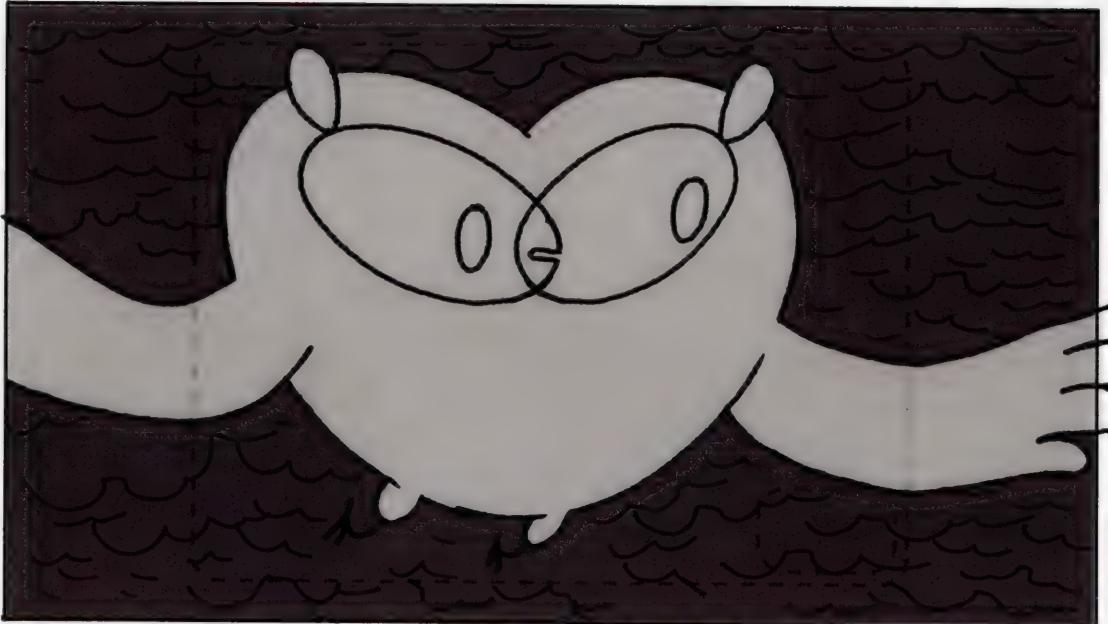
Cut
Sc. 38

Pnl. A

Bg.



day night

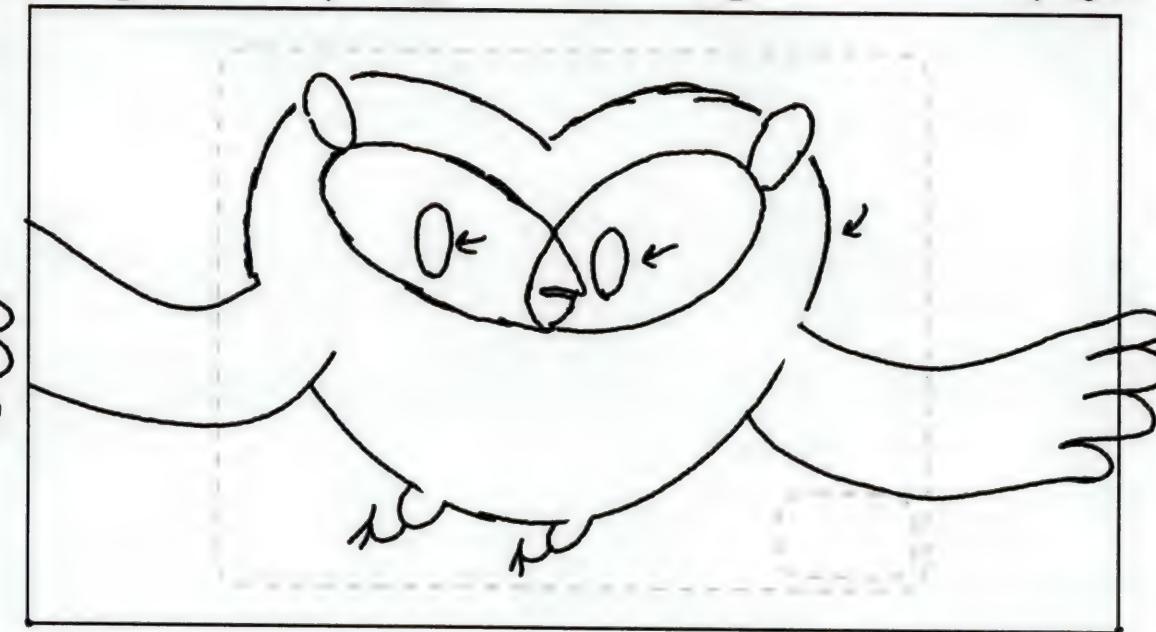


Sc. 38 cont Pnl.

B

Bg.

Page 53A
54 NEXT
day night



1025, 196

Dialog:

C.O.: HUH...

Action:

C.O. LOOKS AT FINN.

SEP 12 2014

Timing:

Production :

EPISODE # 1025-196

1025/196

ADVENTURE TIME

1025/196

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Sc.

38 cont

Pnl.

C

Bg.



Sc.

38 cont

Pnl.

D

Bg.

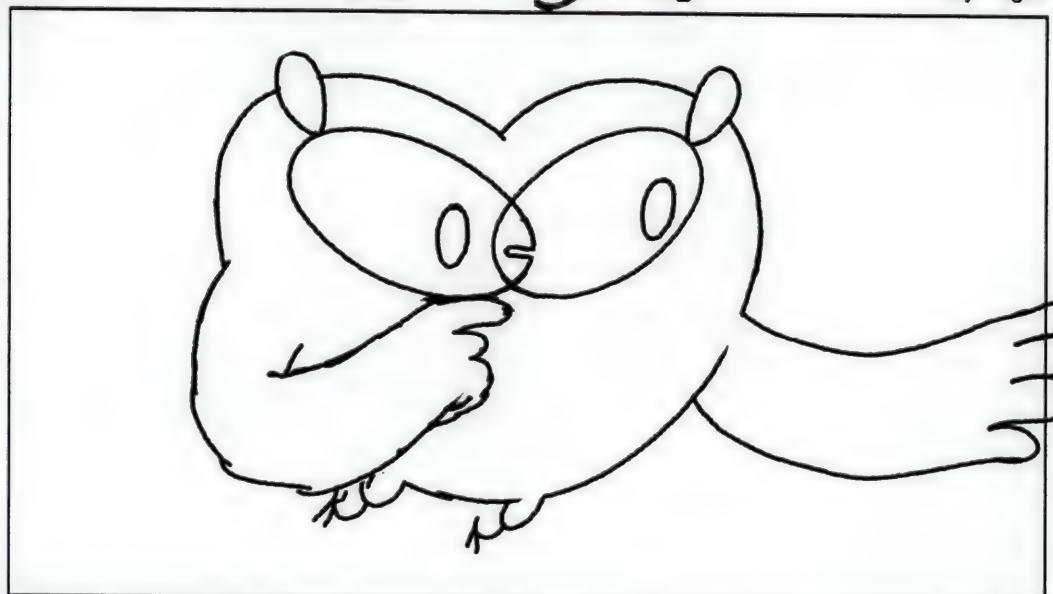
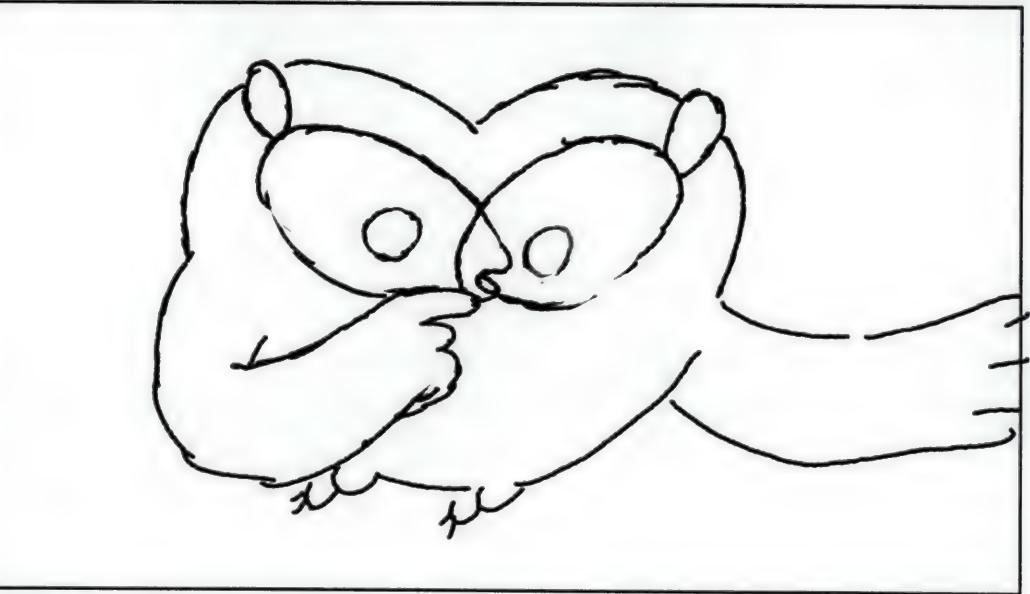
Page

54

day night

EPISODE #

1025-196



Dialog:

C.O: OH YEAH, SORTA. WAIT --

Action:

-He Looks Back over At the Bird LADY

SEP 12 2014

Timing:

Production :

1025/196

1025/196

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ADVENTURE TIME

Sc.

39

Pnl.

A

Bg.

day night



Page

55

day night

Sc.

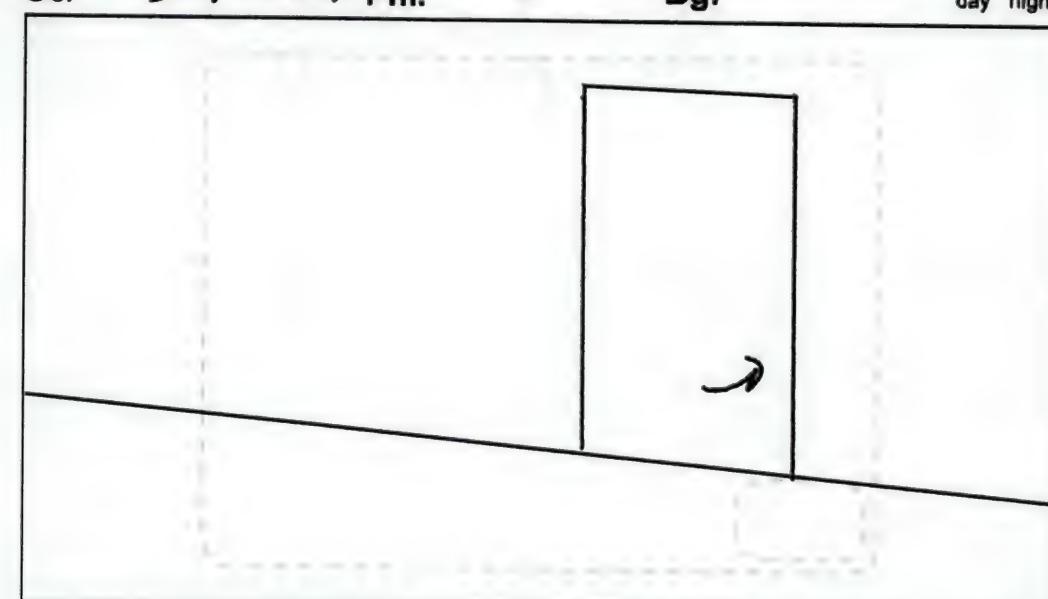
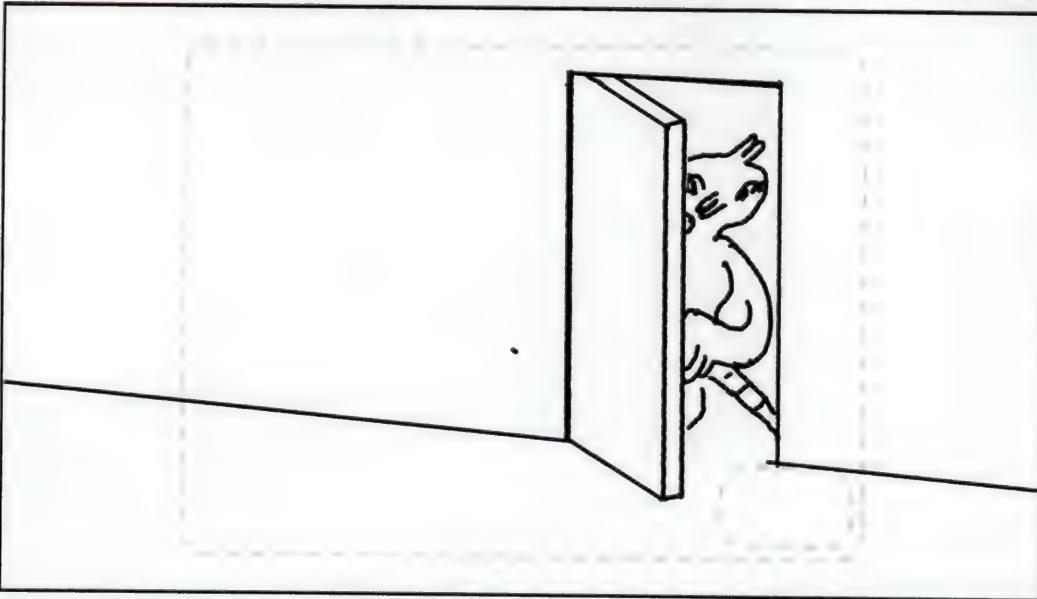
39 cont

Pnl.

B

Bg.

day night



Dialog:

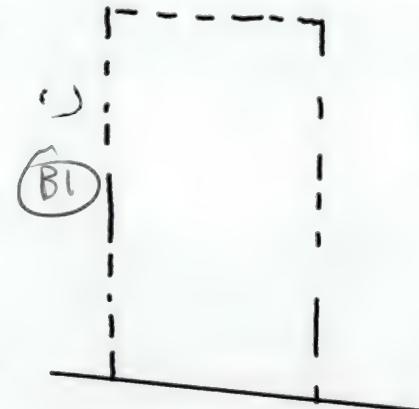
SFX: * CLICK *

SEP 12 2014

Action:

door closes
door disappears.

Timing:



Production :

EPISODE # 1025-196

1025/196

1025/196

Cut

ADVENTURE TIME

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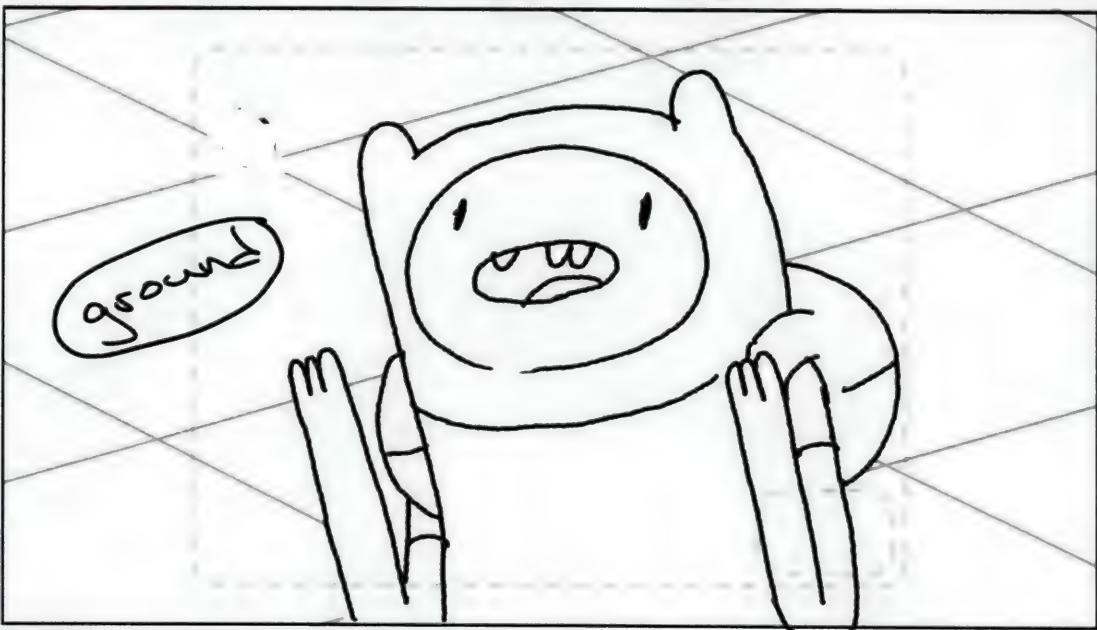
Sc. 40

Pnl. A

Bg.



day night



Page 56

day night

Sc. 41

Pnl.

A Bg.



Dialog:

F/ WHAT DOES IT ALL MEAN?

CO/ Dang she's gone...

Action:

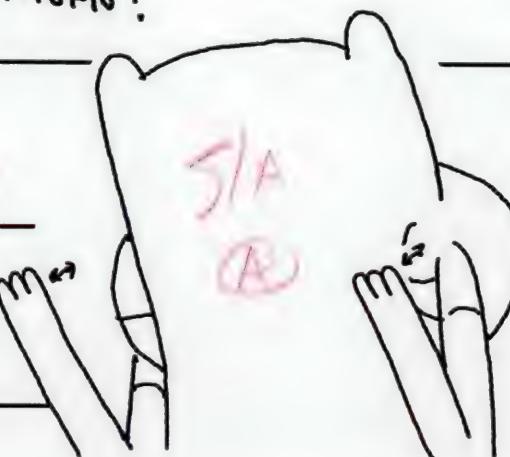
Boy!

AV

JA
R

SEP 12 2014

Timing:



Production :

EPISODE # 1025-196

1025/196

1025/196

ADVENTURE TIME

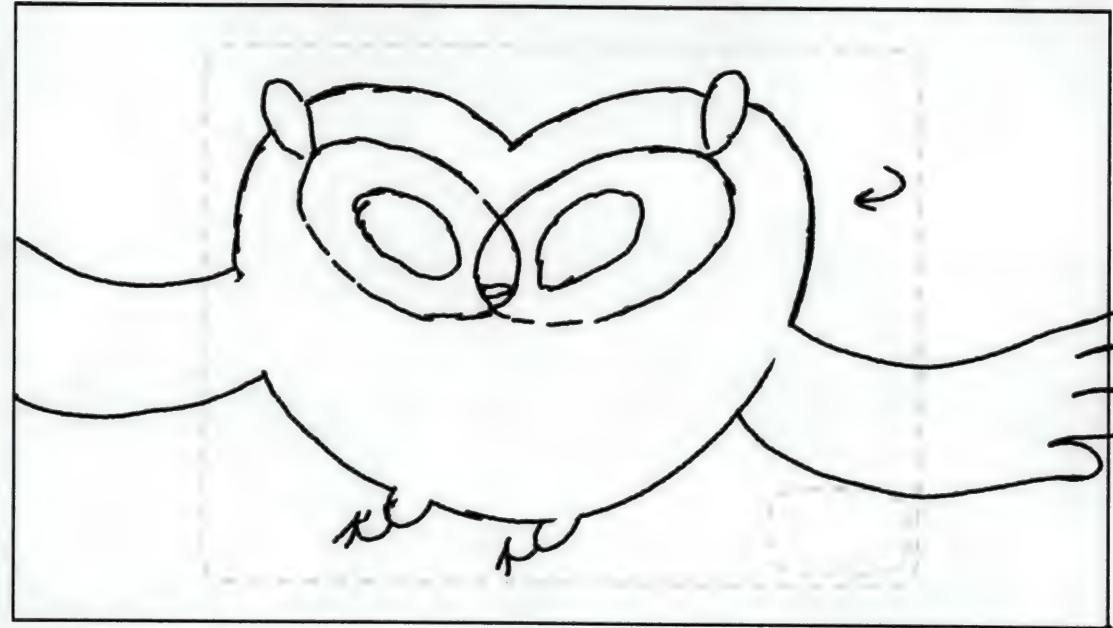
1025/196

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Sc.

41 cont Pnl. B

Bg.



day night

Ho
Cut

Sc.

42

Pnl.

A

Bg.

Page

57

day night



Dialog:

CO/ What? What are you asking me?

UH, (FAST)

CO/ I CAN'T TELL YOU THAT.

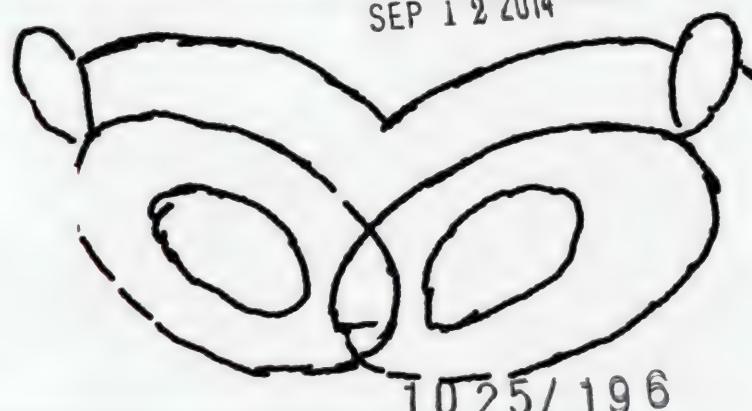
Action:

- C.O. TURNS BACK TOWARDS FINN,

SEP 12 2014

Timing:

(A)



EPISODE # 1025-196

1025/196

ADVENTURE TIME

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Sc.

42 cont
Pnl.

B

Bg.



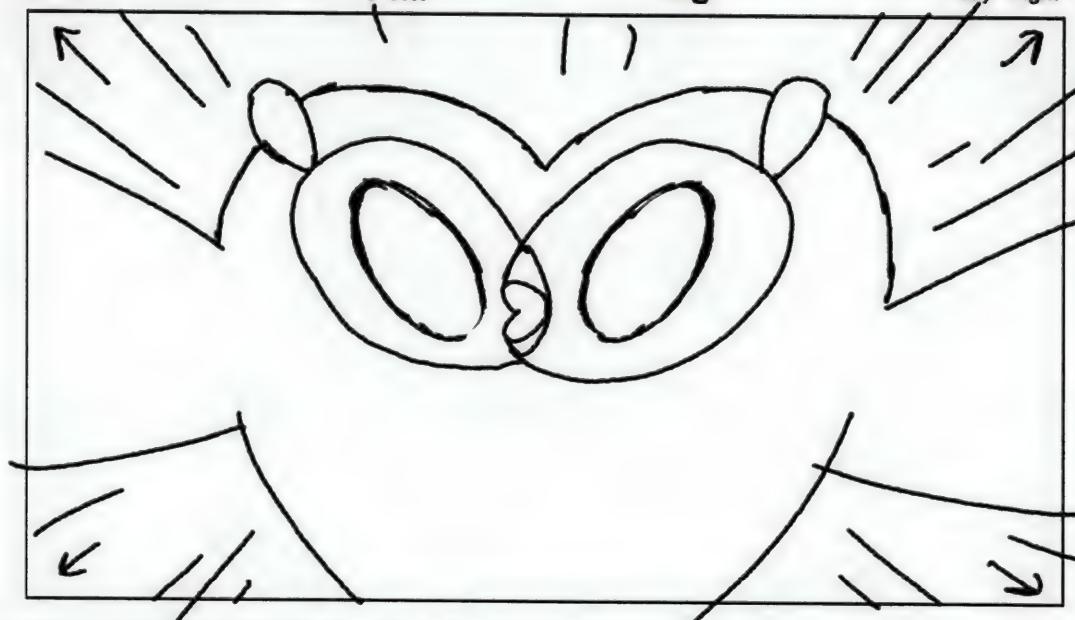
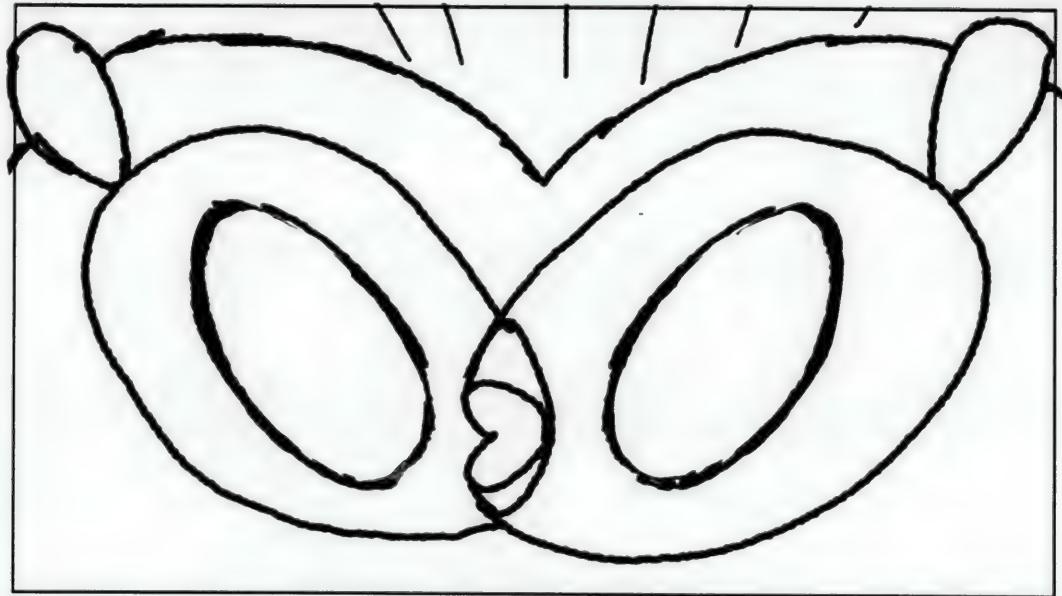
day night

Sc.

42 cont
Pnl.

Bg.

Page 58
day night
58A NEXT



Dialog:

CO HOOOO!

Action:

- FAST TRUCK OUT.
Speed lines
COLOR CARB BG.

Timing:

SEP 12 2014

FADE to white

Production :

1025/196

1025/196

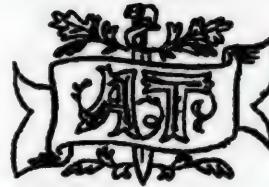
EPISODE# 1025-196

1025/196

ADVENTURE TIME

1025/196

Sc. 42 CONT Pnl. D Bg.



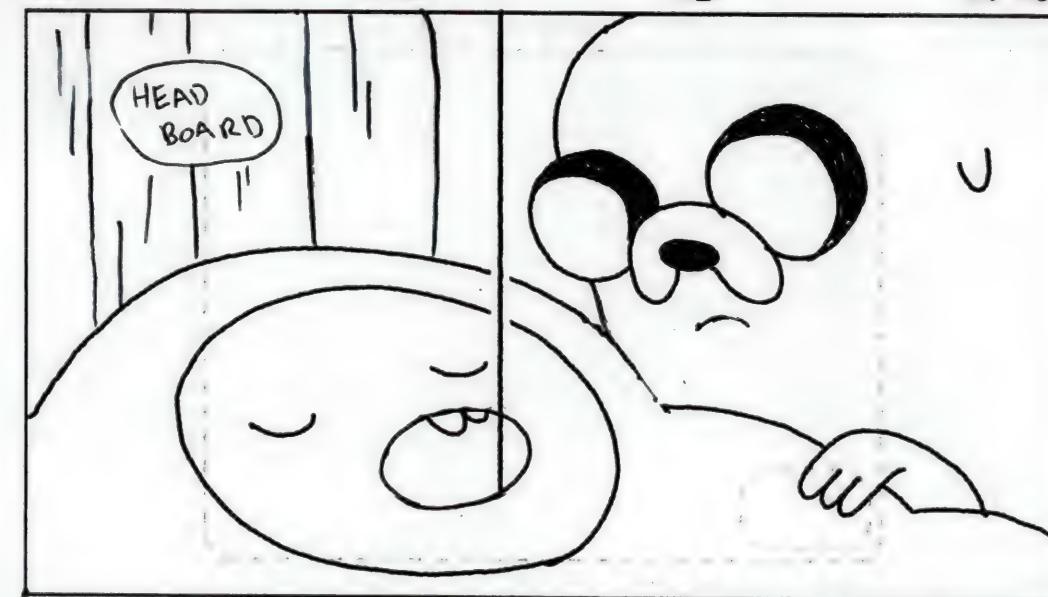
day night

Sc. 43

Pnl. A

Bg.

Page 58A
59 NEXT
day night



Dialog:

FADE IN

F: [BREATHING, MOUTH OPEN]

Action:

-FADE IN ON FINN SLEEPING

SEP 12 2014

Timing:

EPISODE # 1025-196

Production:

1025/196

1025/196

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ADVENTURE TIME

Sc. 43 cont Pnl.

B Bg.



day night

Sc.

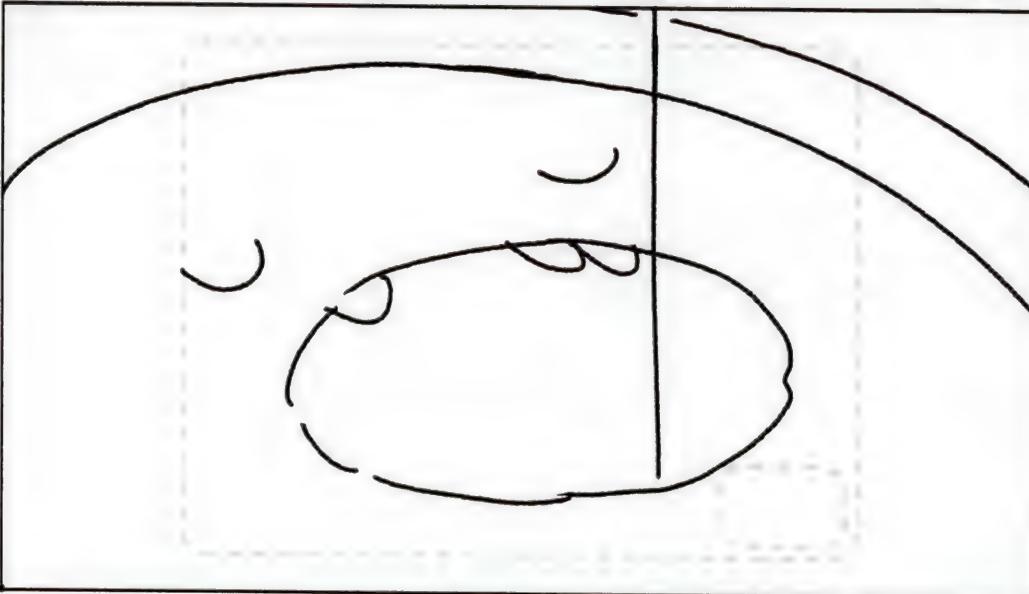
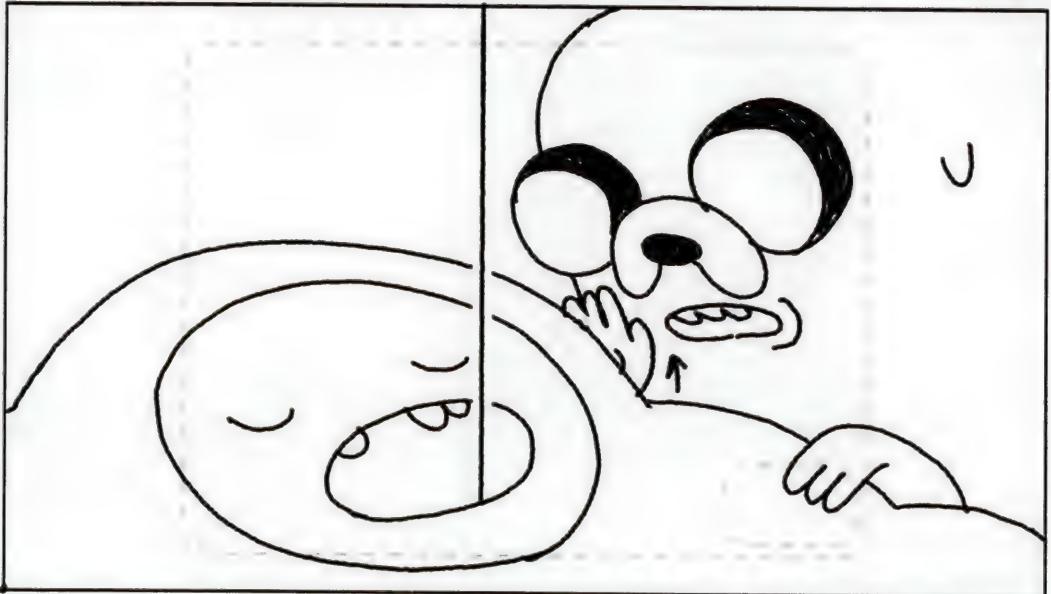
44

Pnl.

A

Bg.

Page 59
day night



Dialog:

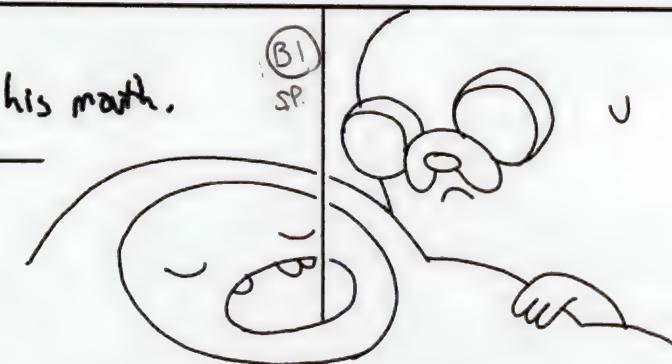
J: (whisper) I don't know, Shelby

J(o.s.): (whisper) I think it's too dark in there

Action: FINN IS SLEEPING.

He has fishing line in his mouth.

Timing:



SEP 12 2014

Production :

EPISODE # 1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

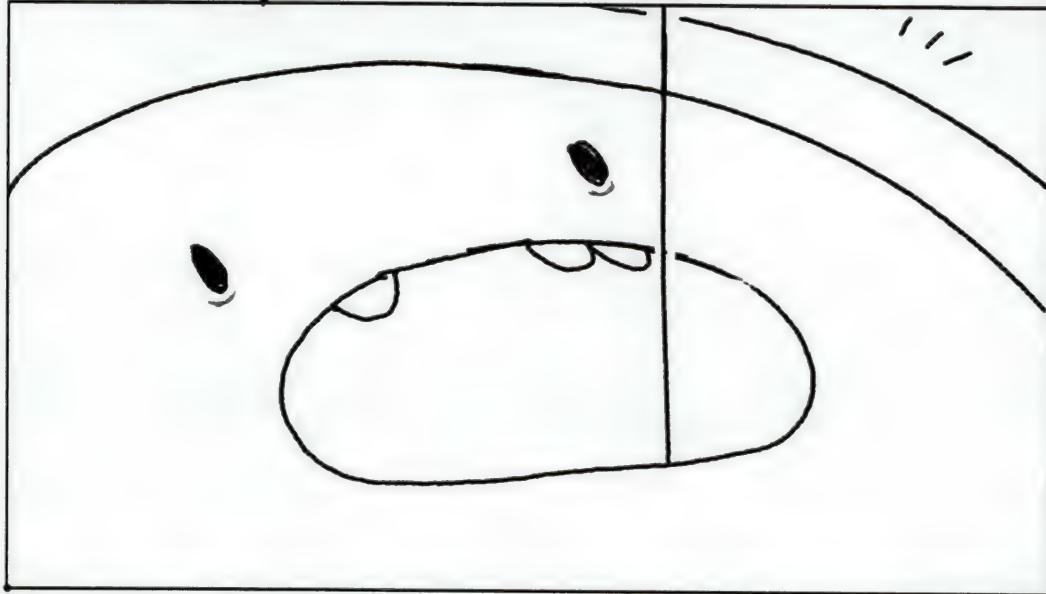
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Sc. 44 *cont* Pnl. B

Bg.



day night



No sc. 45

*PRO
CUT*

Page 60

Sc.

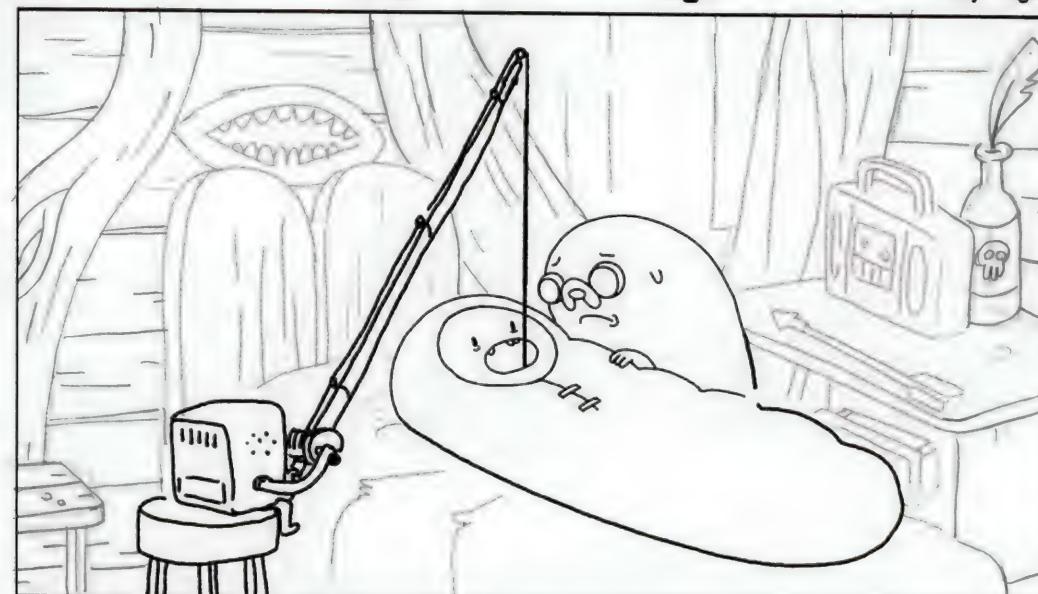
46

Pnl.

A

Bg.

day night



Dialog:

F/ GAHH!

Action:

- F. WAKES UP WITH A START.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

ADVENTURE TIME



HD Cut

Page 61

1025/196

Sc. 46 cont Pnl. B Bg. day night Sc. Pnl. Bg. day night

Dialog:
JAKE/ PULL HIM UP. PULL HIM UP!

Action:
Bmo quickly Reels in the line.

Timing:

SEP 12 2014

Production :

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1025/196

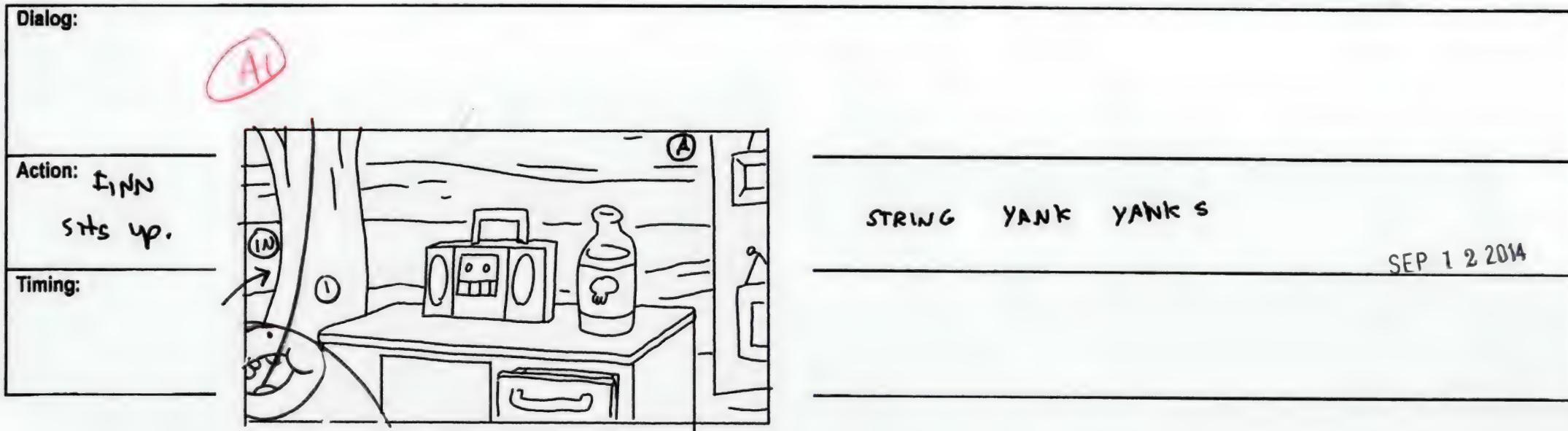
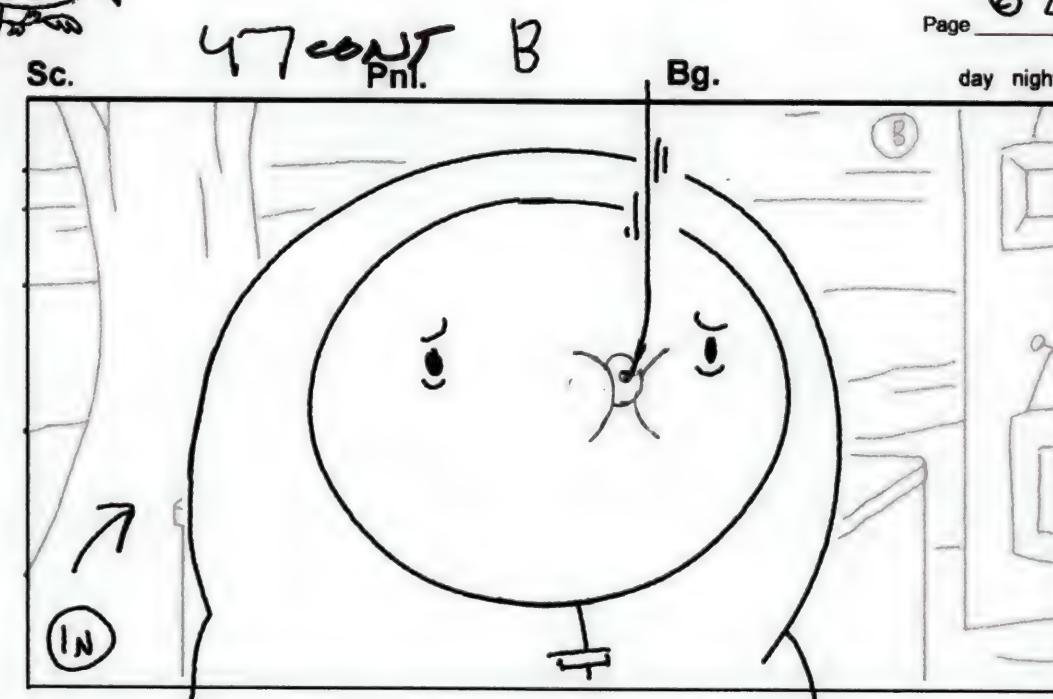
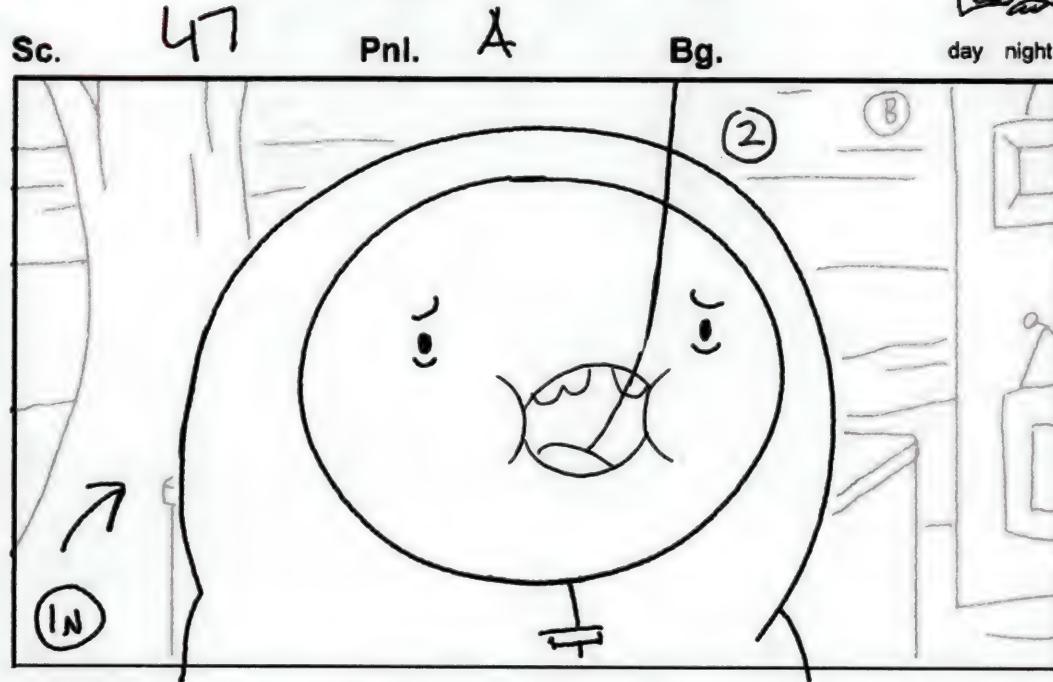
1025/196

1025/196

THE
CUT

ADVENTURE TIME

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1025/196

EPISODE# 1025-196

Page 62

1025/196

ADVENTURE TIME



63

Page _____

day night

Sc.

47 cont

Pnl.

C

Bg.

day night

Sc.

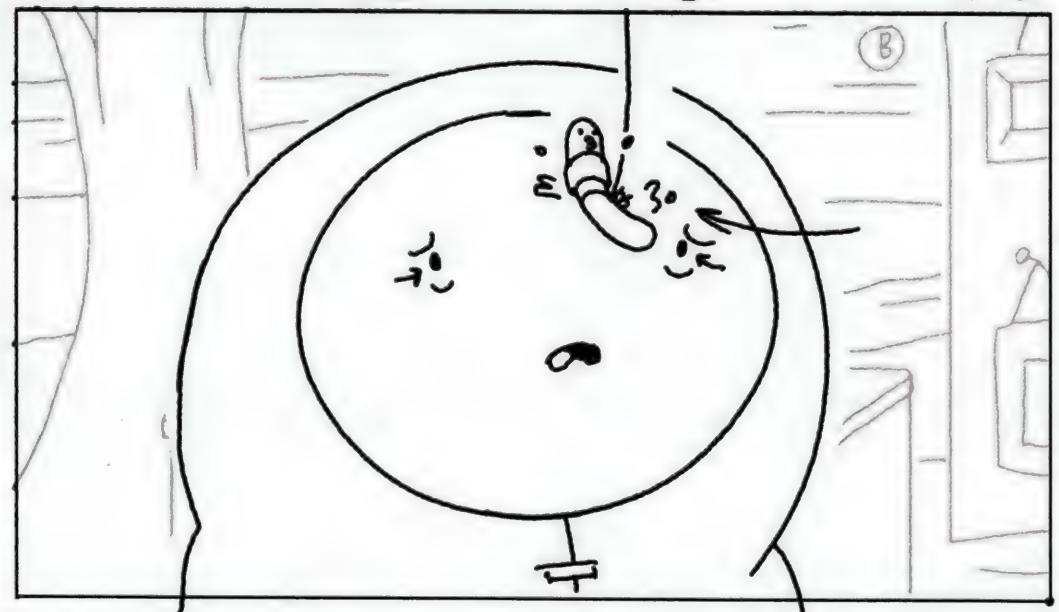
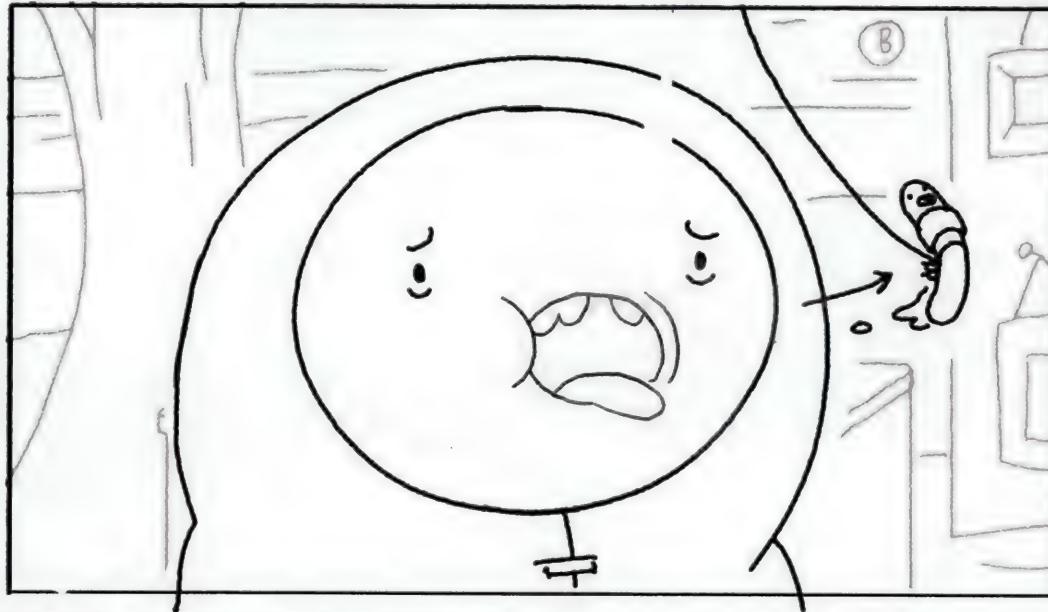
47 cont

Pnl.

D

Bg.

day night



1025/196

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Dialog:

(F)

BLUH.

sfx /*SPLUT*

Action: FINN Spits out shelby

shelby SPLATS AGAINST FINNS face.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

ADVENTURE TIME



64

Page _____

day night

Sc.

47 cont

Pnl.

E

Bg.

day night

Sc.

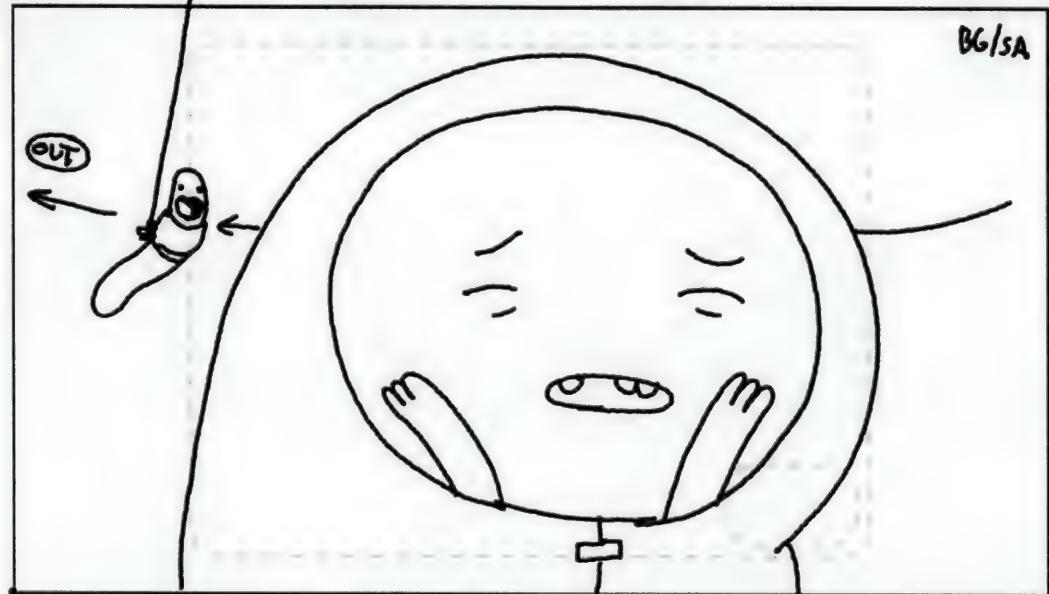
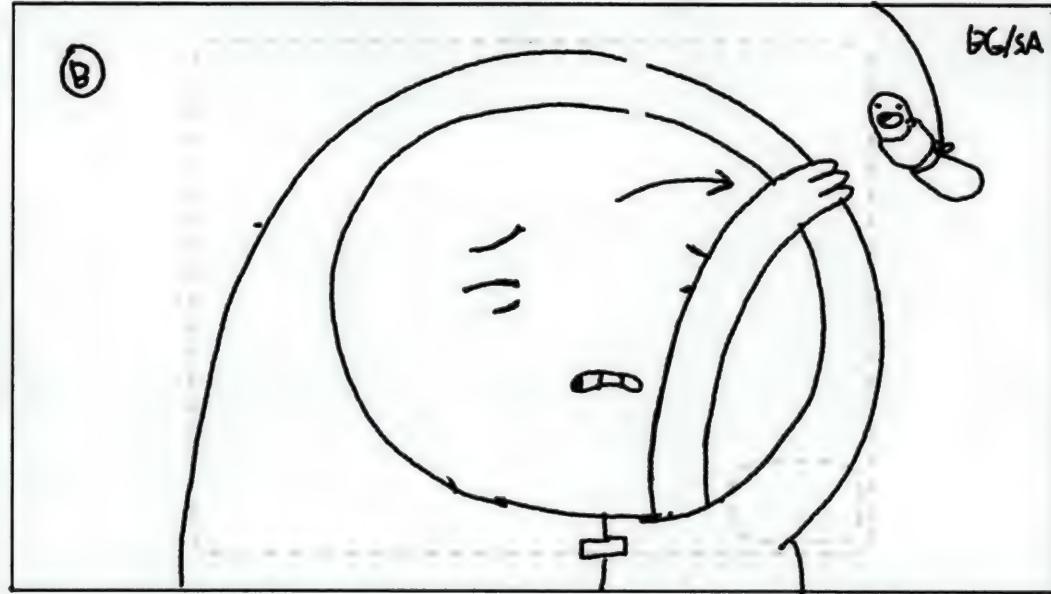
47 cont

Pnl.

F

Bg.

day night



1025/196

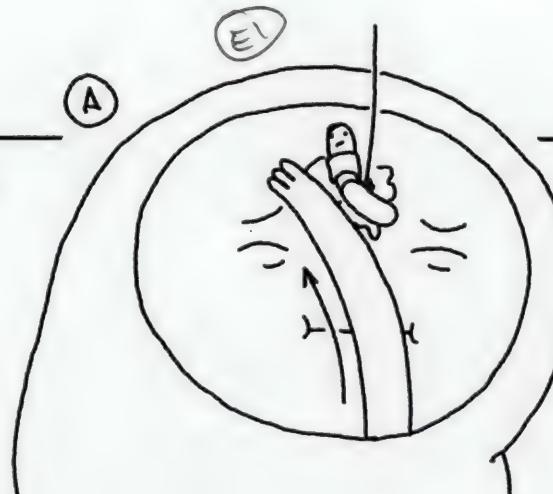
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Dialog:

E/[^{WEAK} GRUNTS.]

Action: FINN BRUSHES SHELBY
off his forehead.

Timing:



F/ ^{UHH} I - THINK - I - JUST - HAD - A - PROPHETIC - DREAM.

SEP 12 2014

HIS HANDS move to emphasise each word.



Production :

EPISODE # 1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

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Sc. 47 cont Pnl. G Bg.



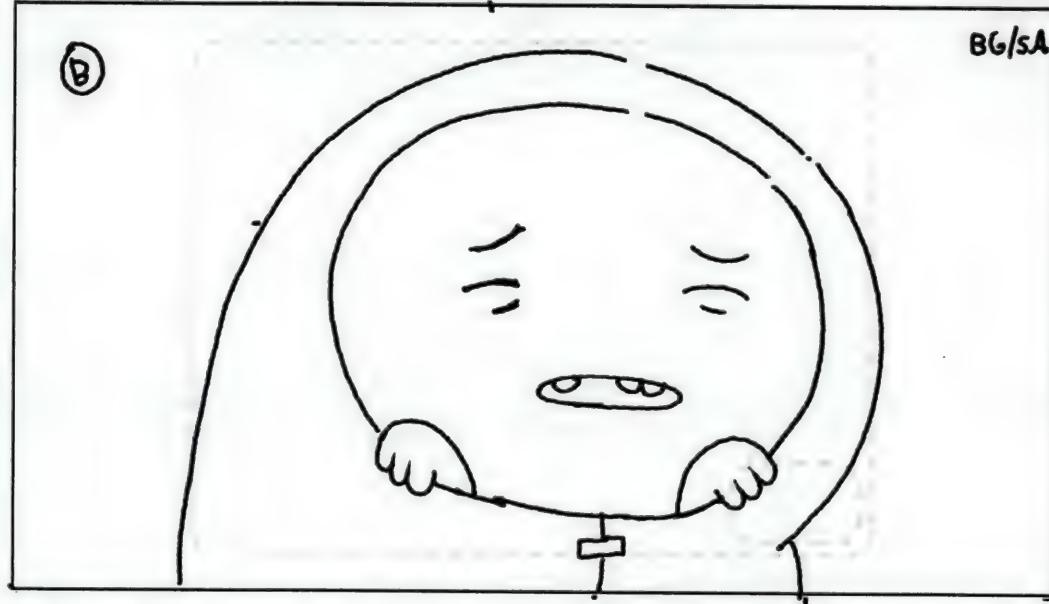
day night

Sc.

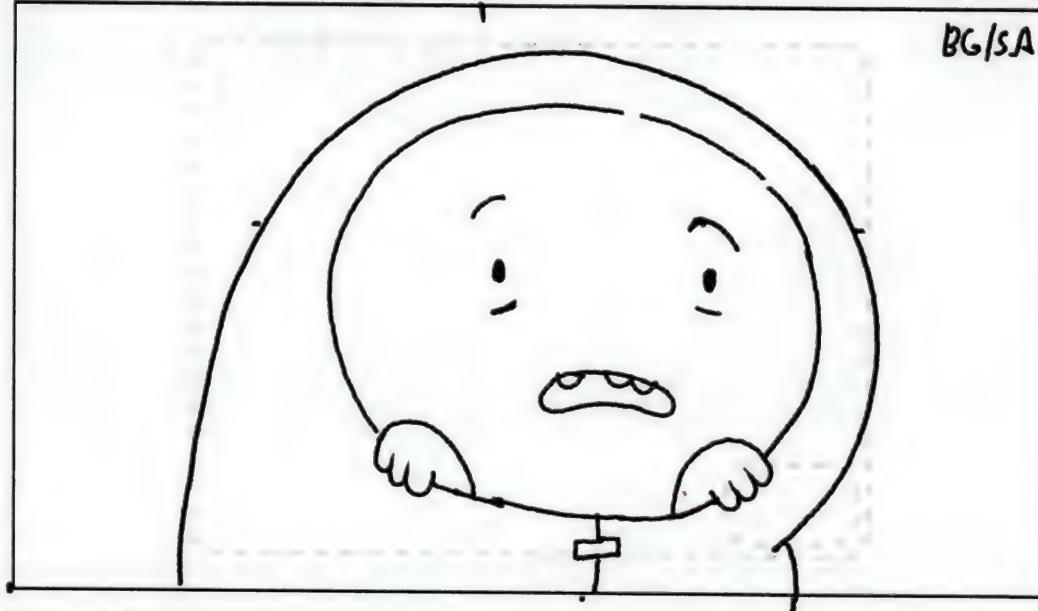
47 cont Pnl. H

Bg.

Page 65
day night



BG/SA



BG/SA

EPISODE # 1025-196

1025/196

Production :

1025/196

Dialog:

F / COSMIC OWL WAS IN IT.

F / BUT HE WAS ACTING ALL C...

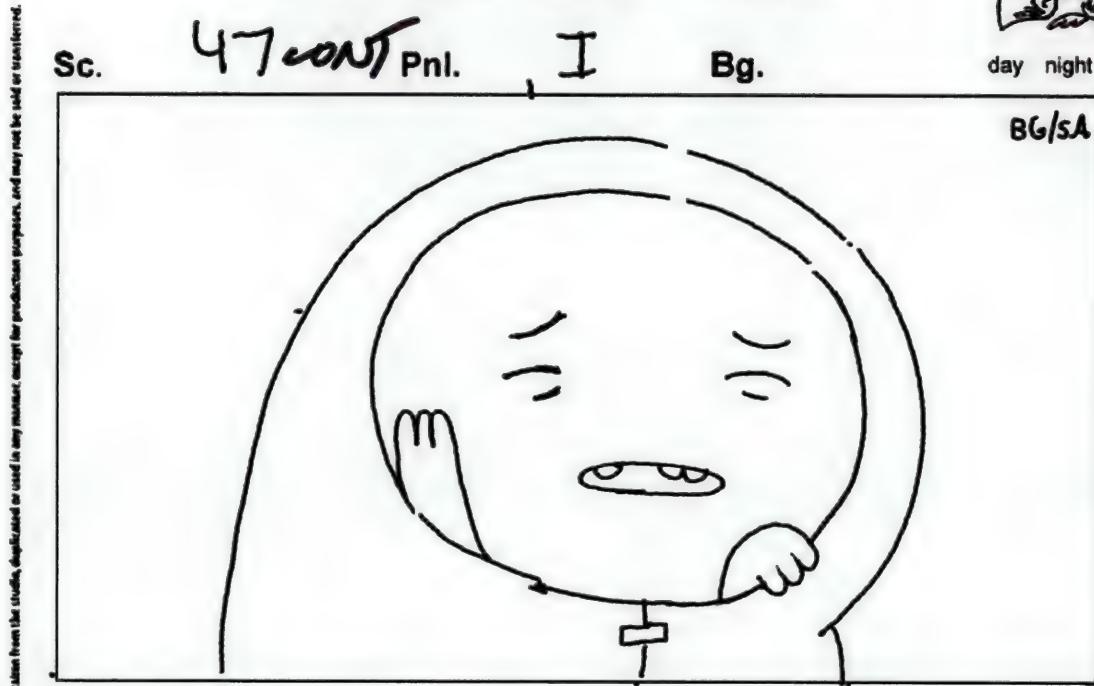
Action:

SEP 12 2014

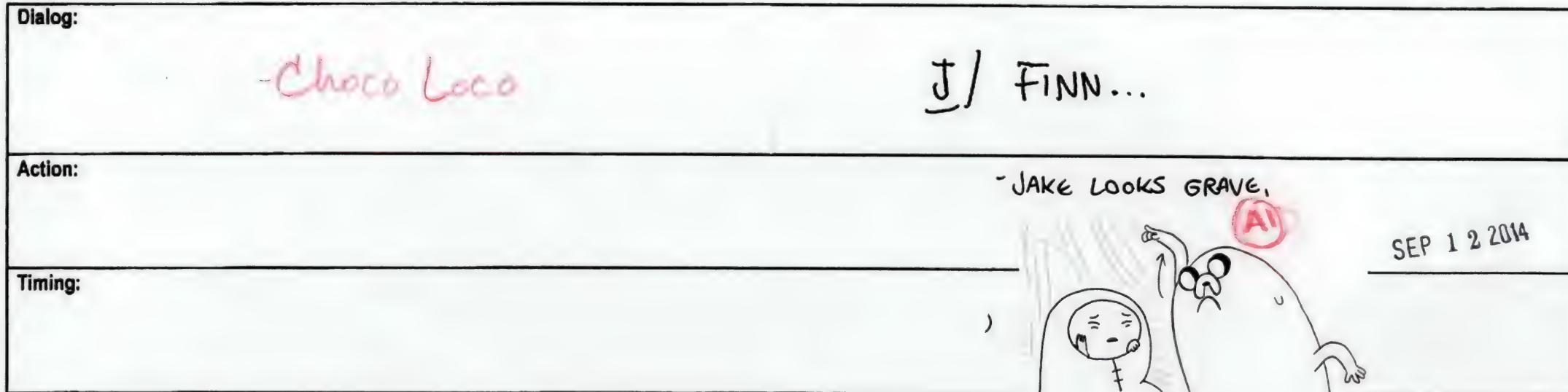
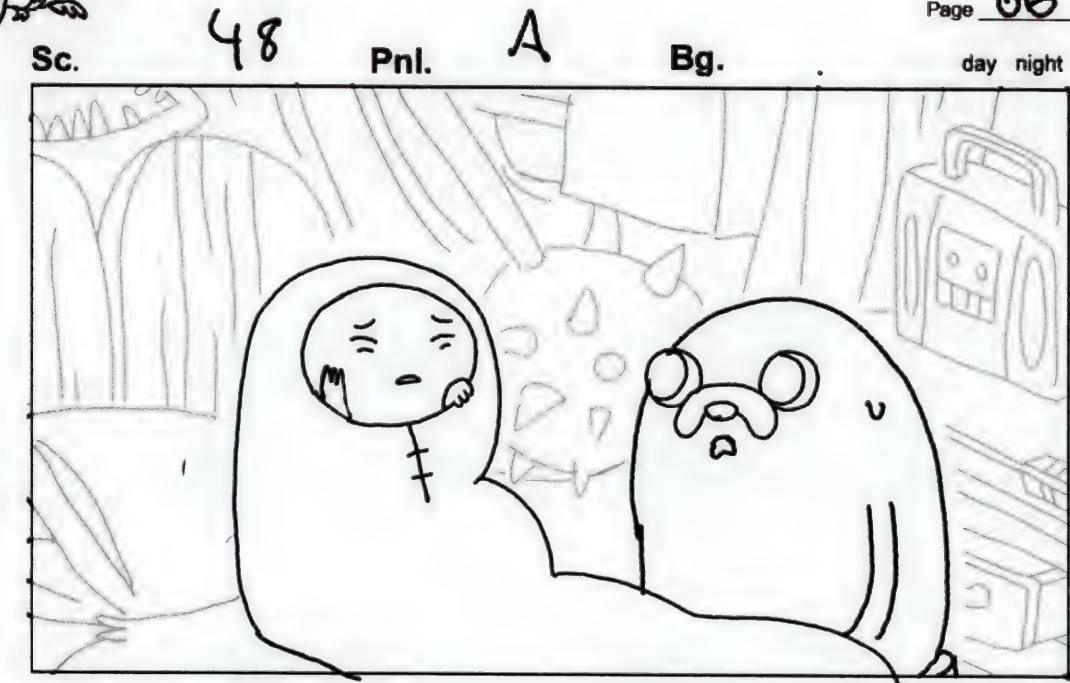
Timing:

ADVENTURE TIME

1025/196

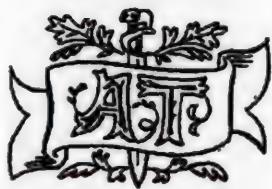


Do Cut



1025/196

ADVENTURE TIME



Page 67

1025/196

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Sc.

48 cont

Pnl.

B

Bg.

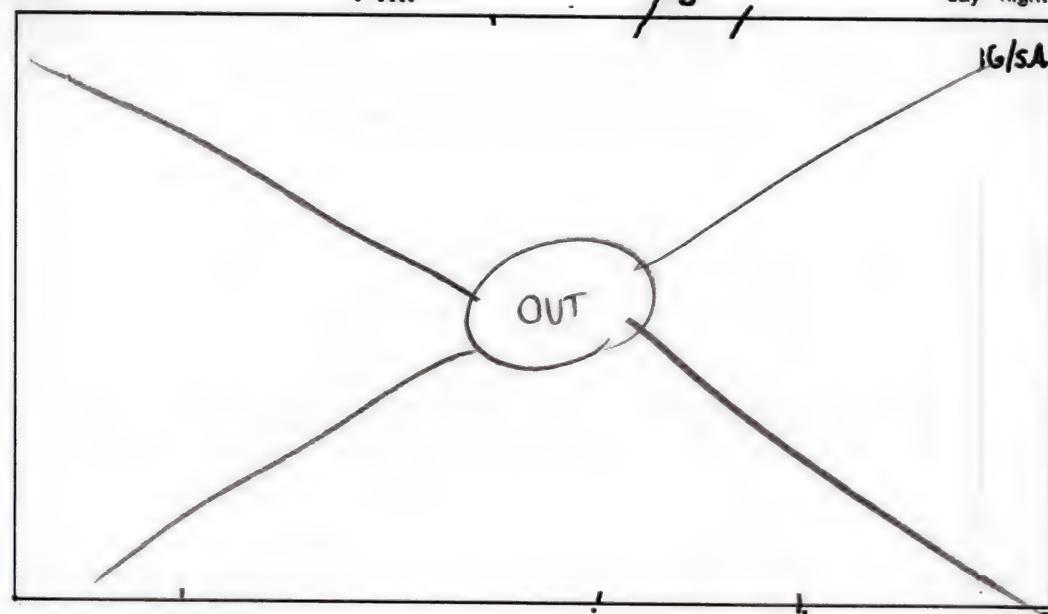
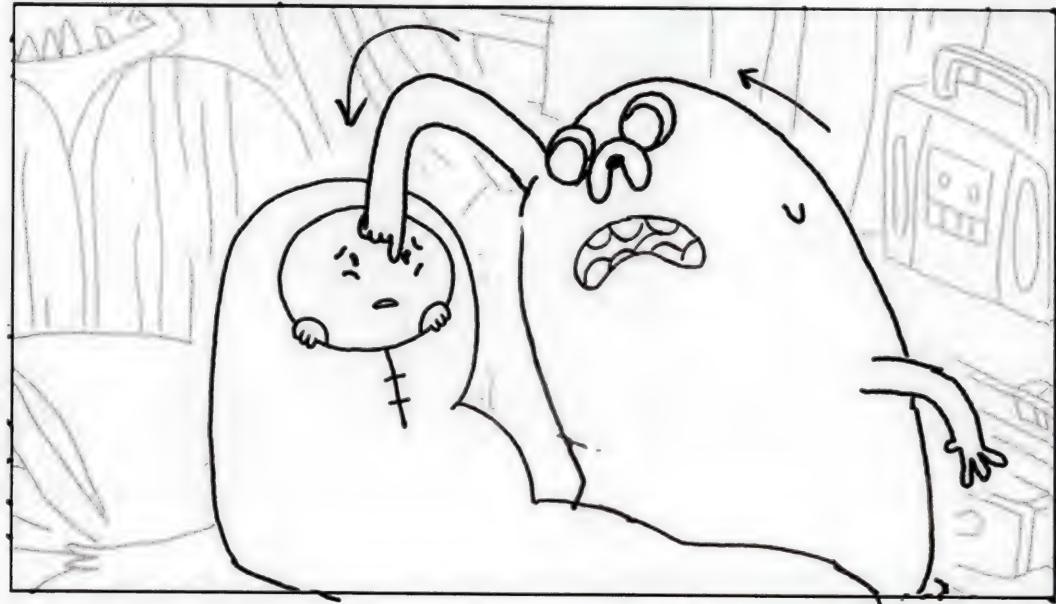
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/ YOU GOTTA GO BACK TO SLEEP!

Action:

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

ADVENTURE TIME



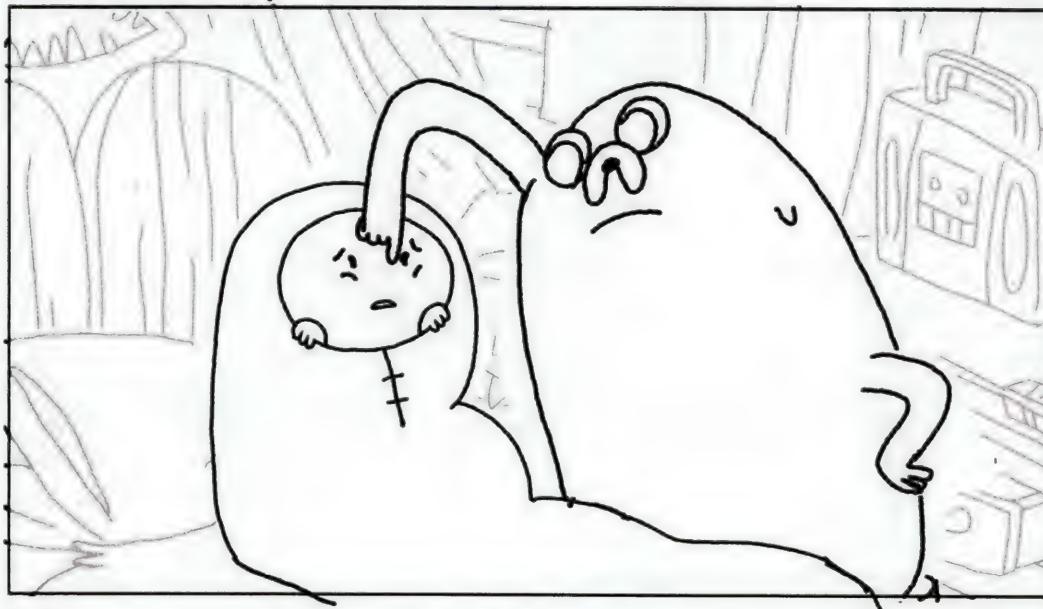
Page 68

1025/196

Sc. 48 *cont* Pnl. C

Bg.

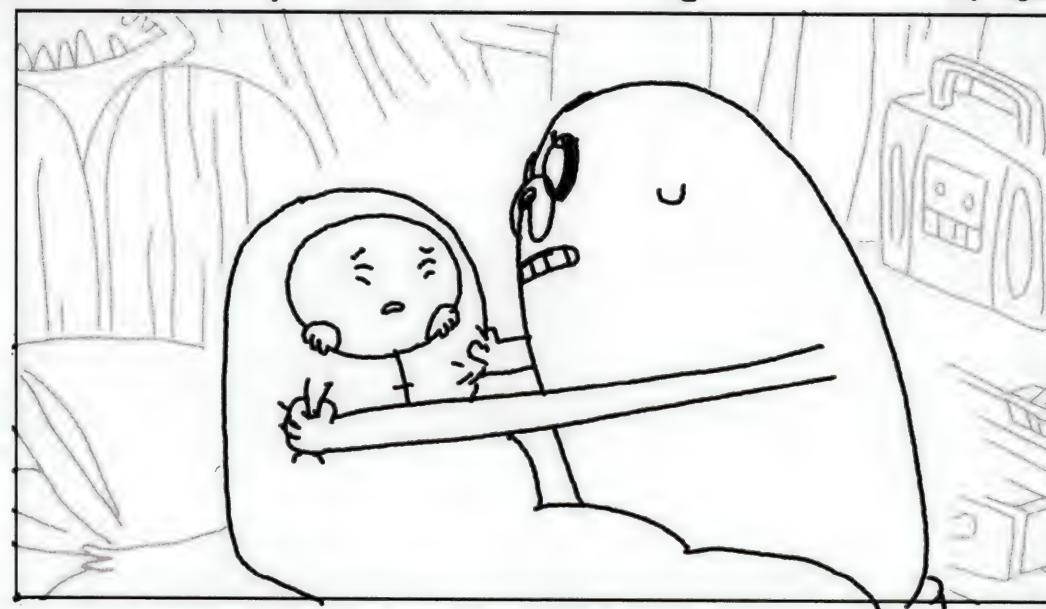
day night



Sc. 48 *cont* Pnl. D

Bg.

day night



Dialog:

HUH ?
FIN.

L: COSMIC OWL DREAMS
ARE IMPORTANT ALWAYS

Action:

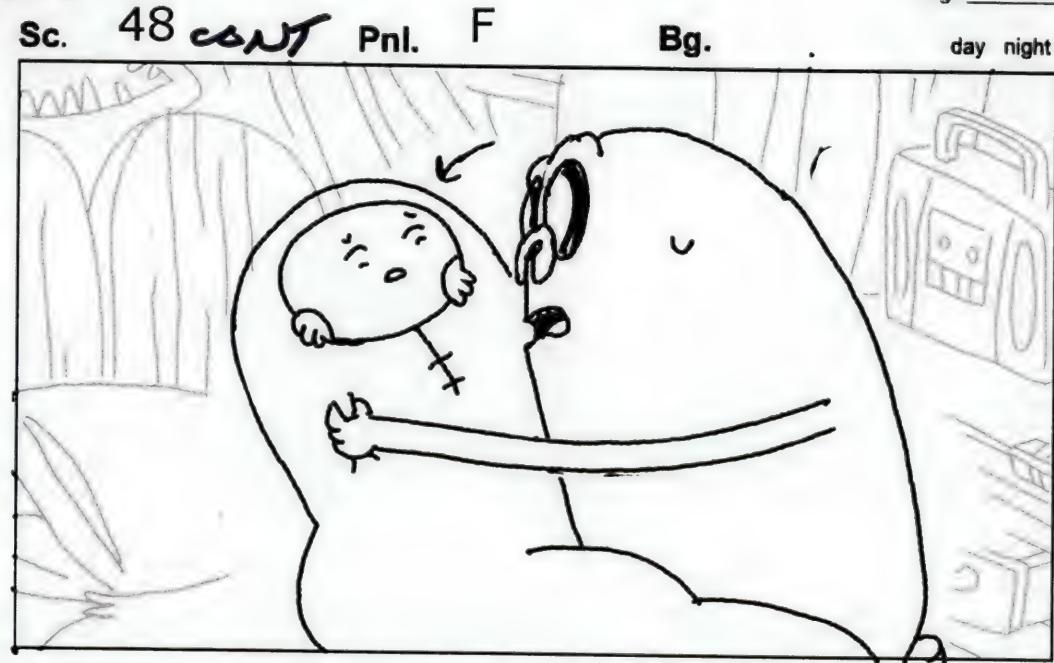
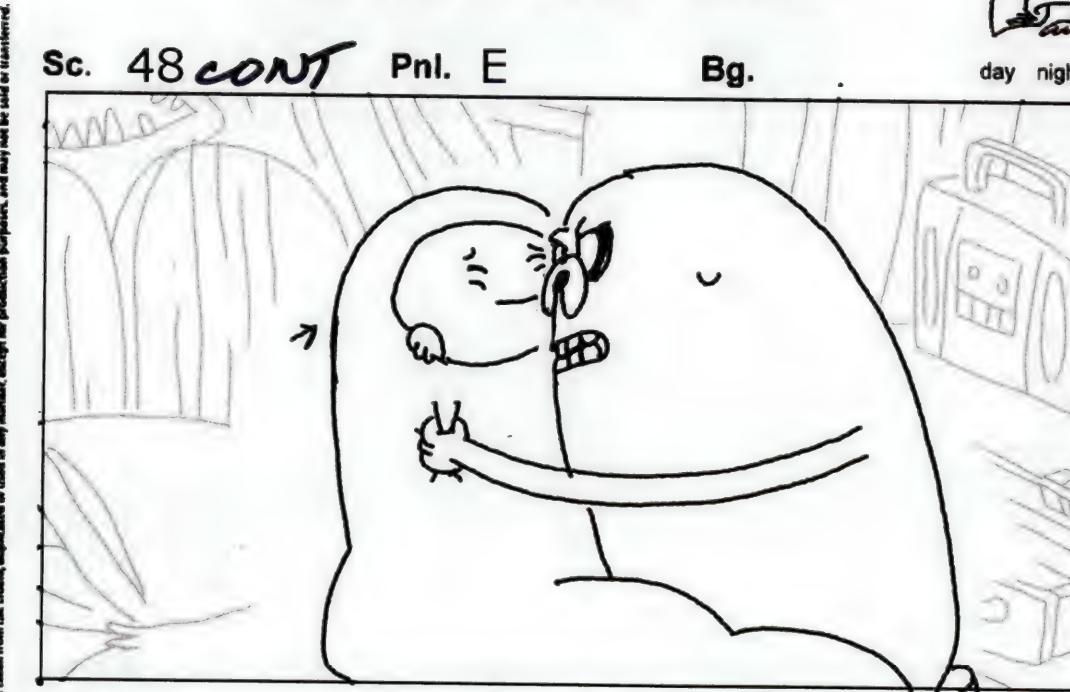
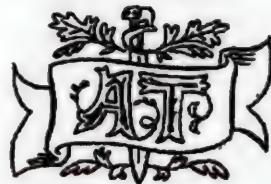
SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME



Page 69

EPISODE # 1025-196

1025/196

1025/196

Dialog:

(J) YOU GOTTA FIND HIM AGAIN.

(F) YEAH, BUT LAST TIME I CHASED A COSMIC OWL DREAM I GOT DUMPED.

Action: JAKE TALKS THROUGH GRITTED TEETH.

JAKE SHAKES FINN BACK AND FORTH.

Timing:

SEP 12 2014



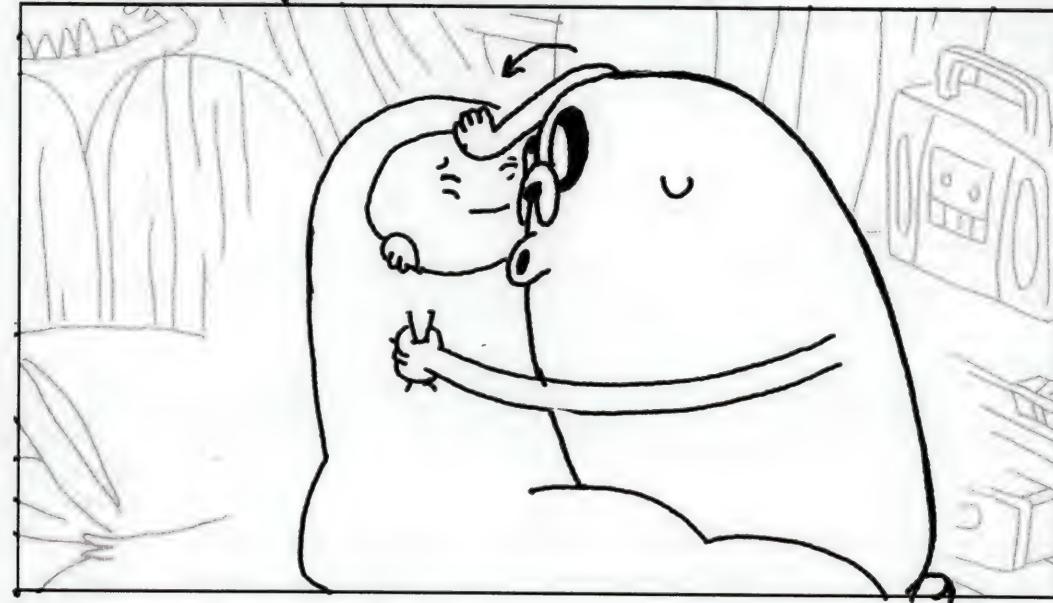
ADVENTURE TIME



Sc. 48 cont Pnl. G

Bg.

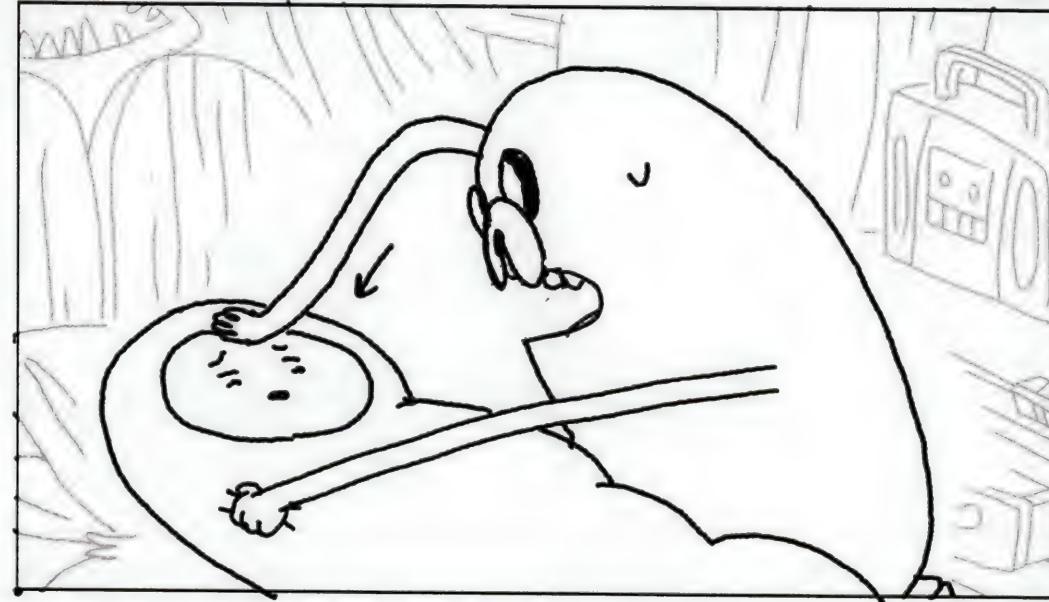
day night



Sc. 48 cont Pnl. H

Bg.

day night

Page 70

Dialog:

J/ SHHHHHHHHH

J/ GET BACK IN THERE.

Action:

- JAKE PUTS FINN BACK DOWN TO SLEEP

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

ADVENTURE TIME

1025/196

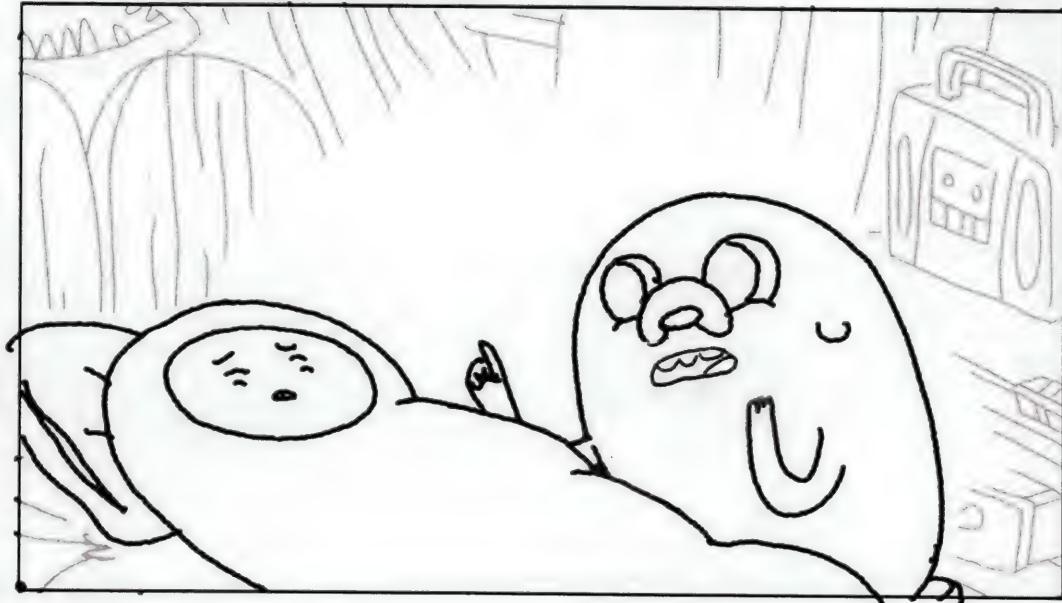
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Sc. 48 cont Pnl. I

Bg.



day night



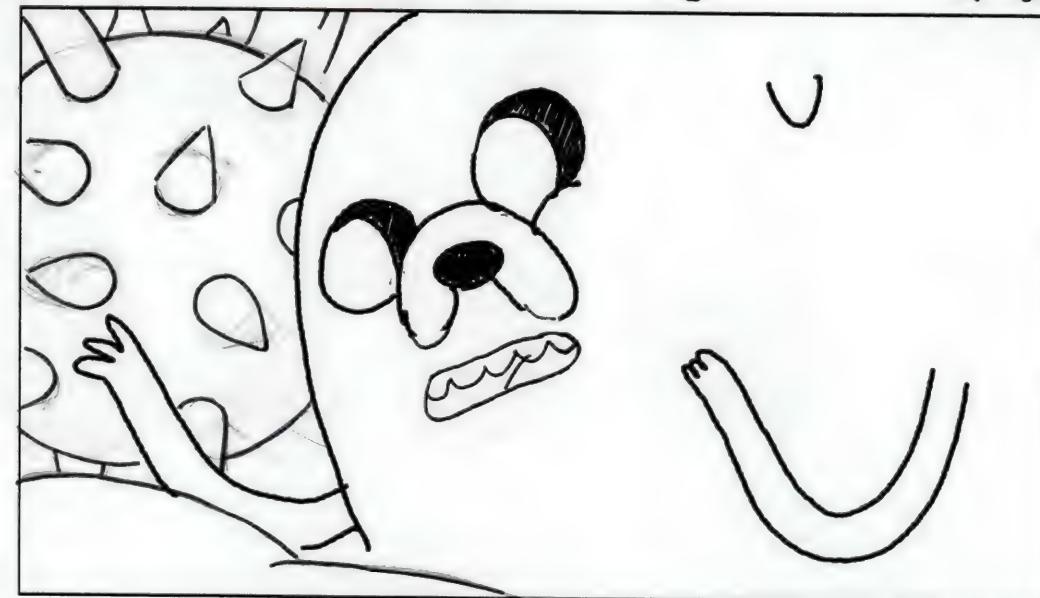
No sc. 49

Page 71
day night

Sc. 50

Pnl. A

Bg.



EPISODE # 1025-196

1025/196

Dialog:

J/ IT'S TOO IMPORTANT.

J/ YOU DON'T GOT TIME TO
WASTE ON...

SEP 12 2014

Action:

Production :

Timing:

1025/196

ADVENTURE TIME



Sc.

50 cont

Pnl.

B

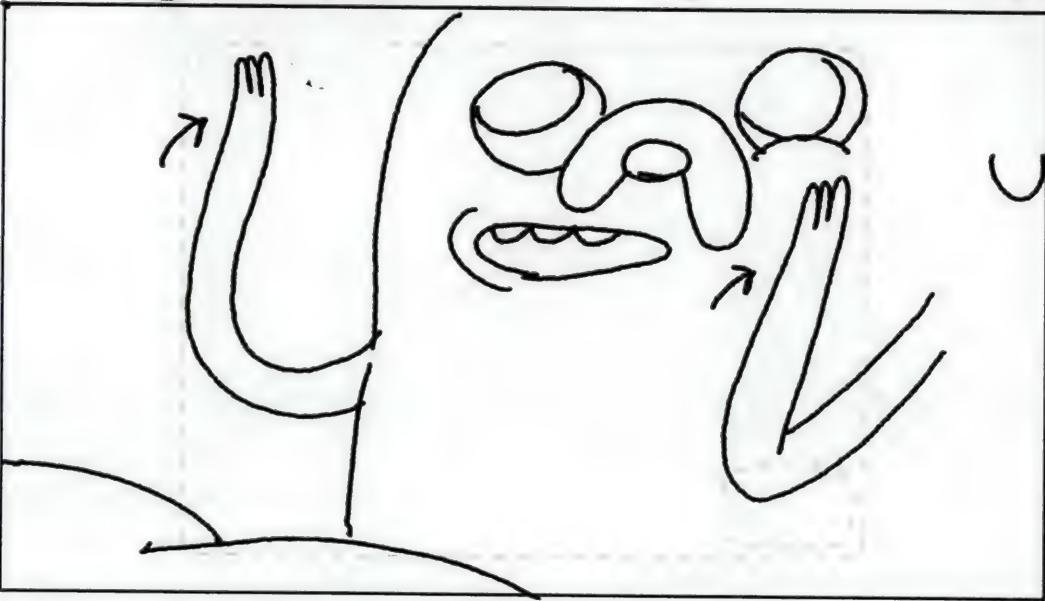
Bg.

day night

Page

72

day night



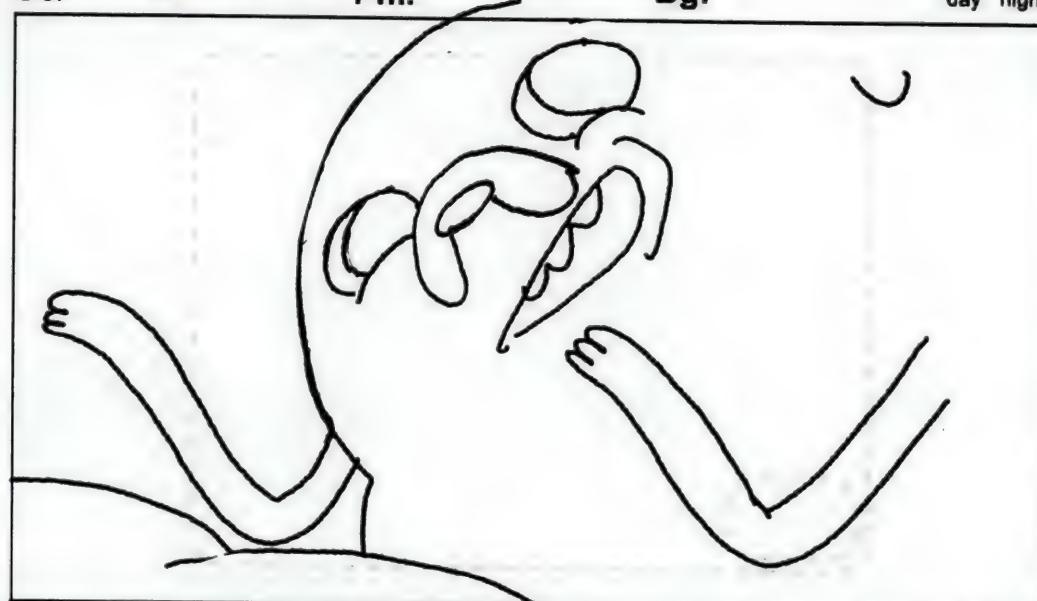
Sc. 50 cont

Pnl.

C

Bg.

day night



Dialog:

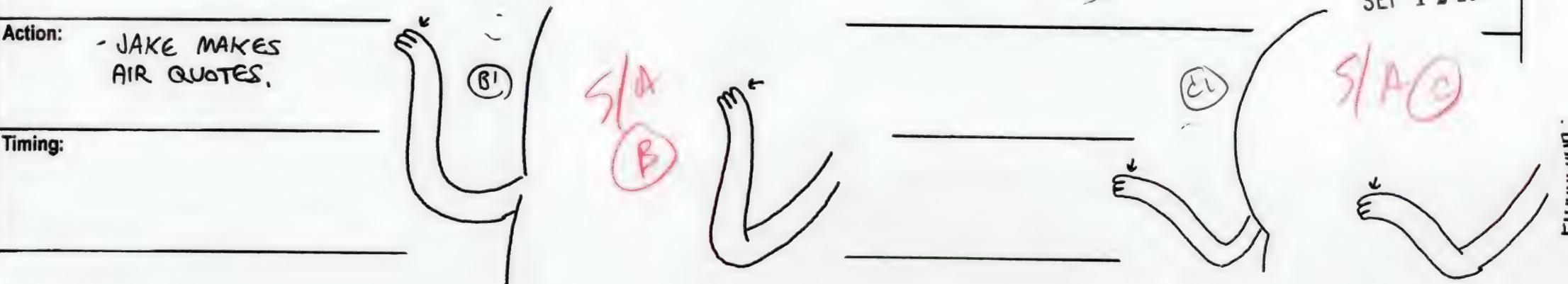
① "MY CLASS RING" OR "BETS WITH SHELBY" OR J/ "STOMACH - FISHING"

Action:

- JAKE MAKES AIR QUOTES.

Timing:

SEP 12 2014



REASON:

1025/196

1025/196

ADVENTURE TIME

1025/196

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Sc.

50 cont

Pnl.

D

Bg.



day night

Sc.

Pnl.

Bg.

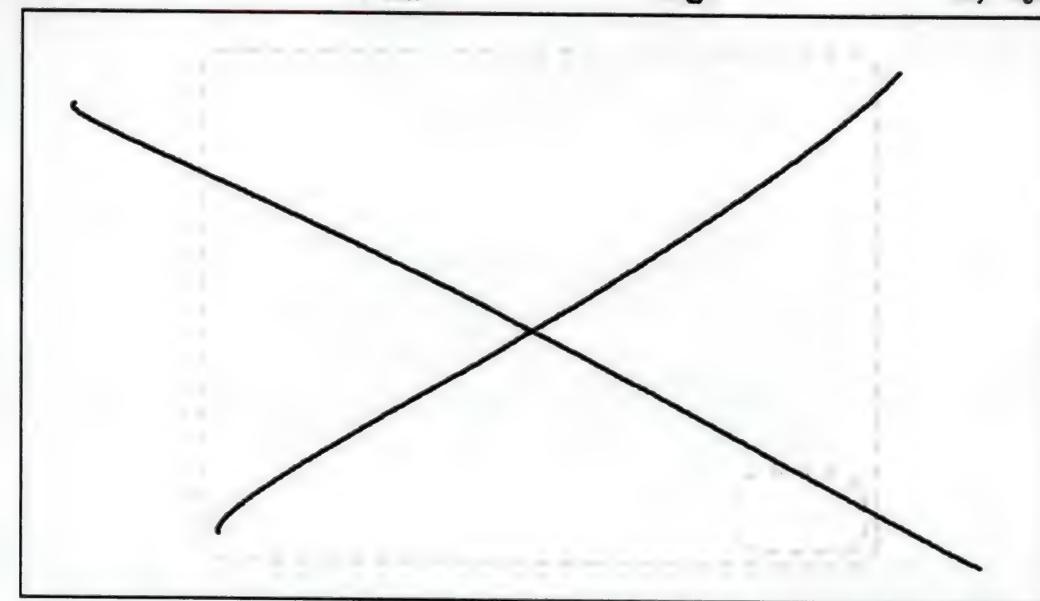
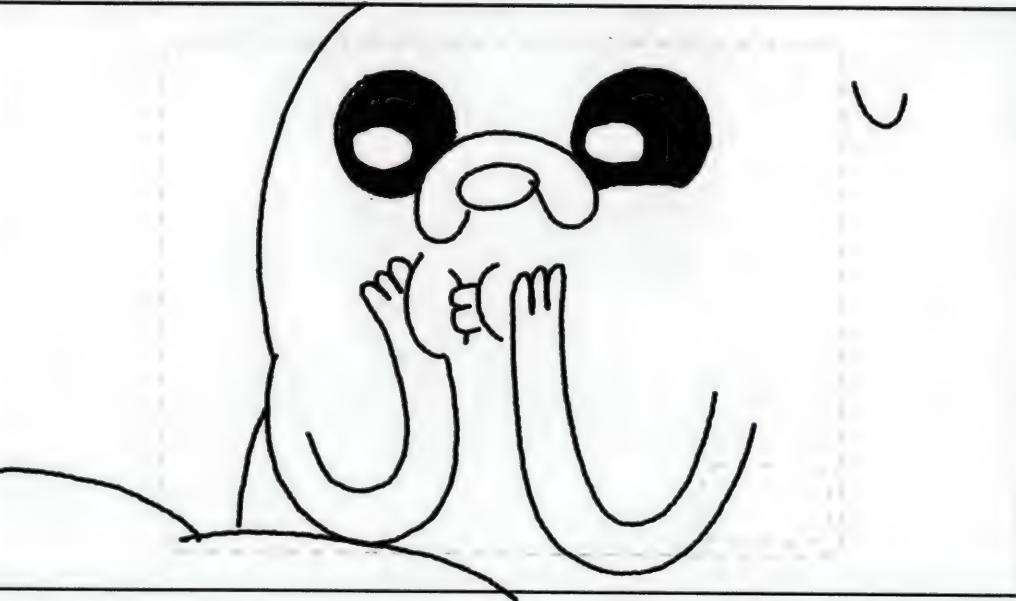
Page _____

73

day night

EPISODE # 1025-196

Production :



Dialog:

J/ OOP

Action:

- J. CATCHES HIMSELF

SEP 12 2014

Timing:

1025/196

1025/196

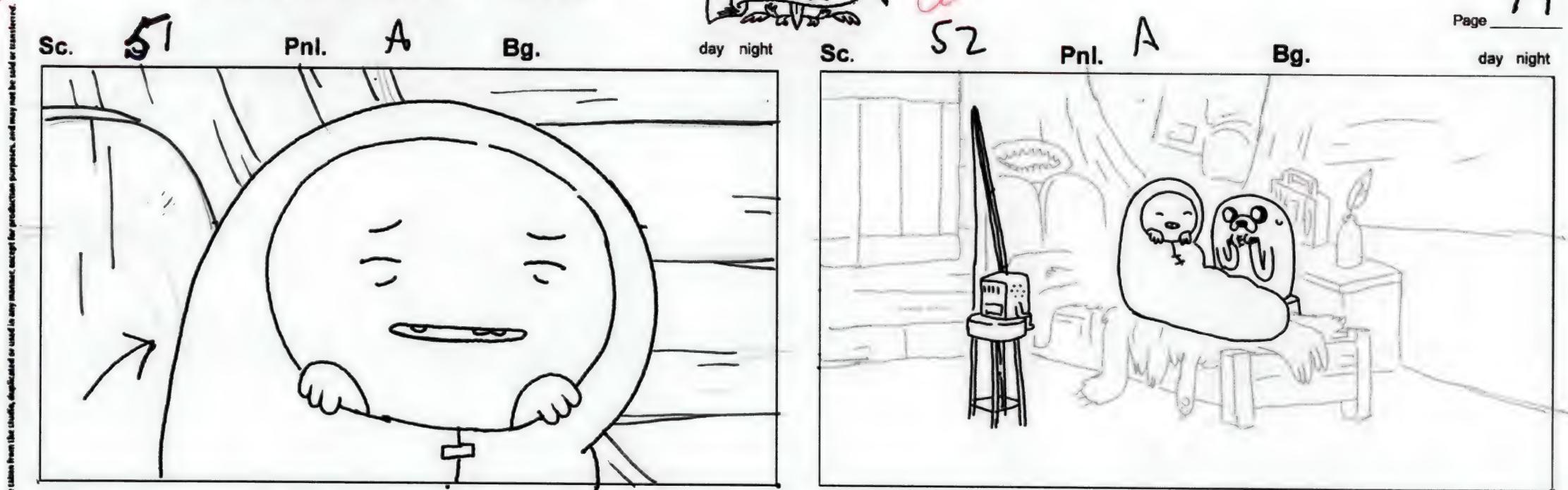
ADVENTURE TIME



Hot Cut

Page 74

1025/196



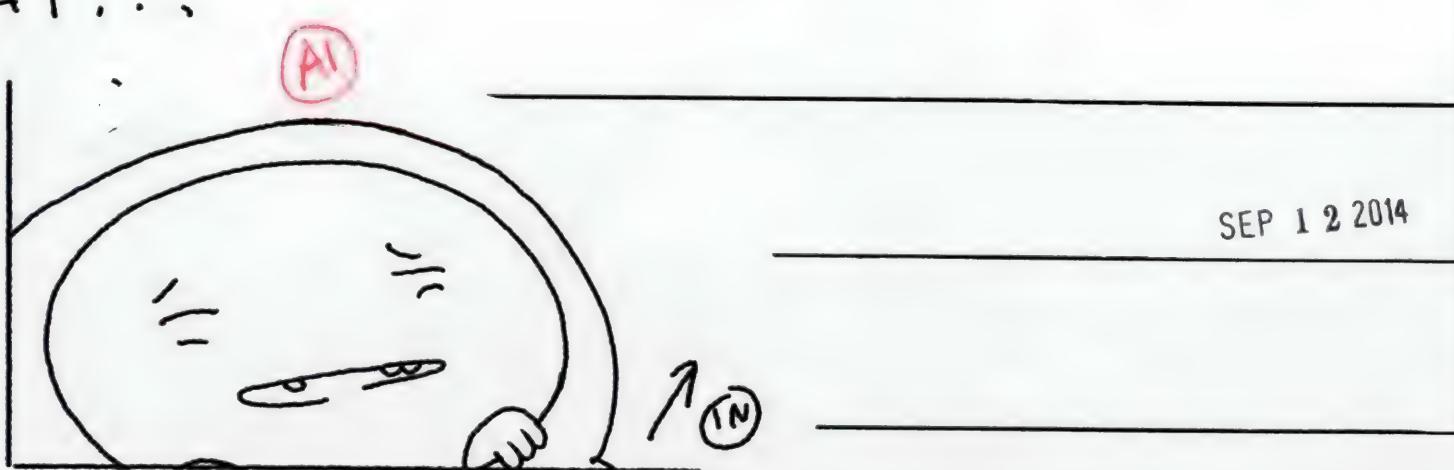
Dialog:

F/ WHAAAT...

Action:

FINN sits BACK up.

Timing:



ADVENTURE TIME

1025/196

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Sc.

52 cont

Pnl.

B

Bg.



day night

Sc.

52 cont

Pnl.

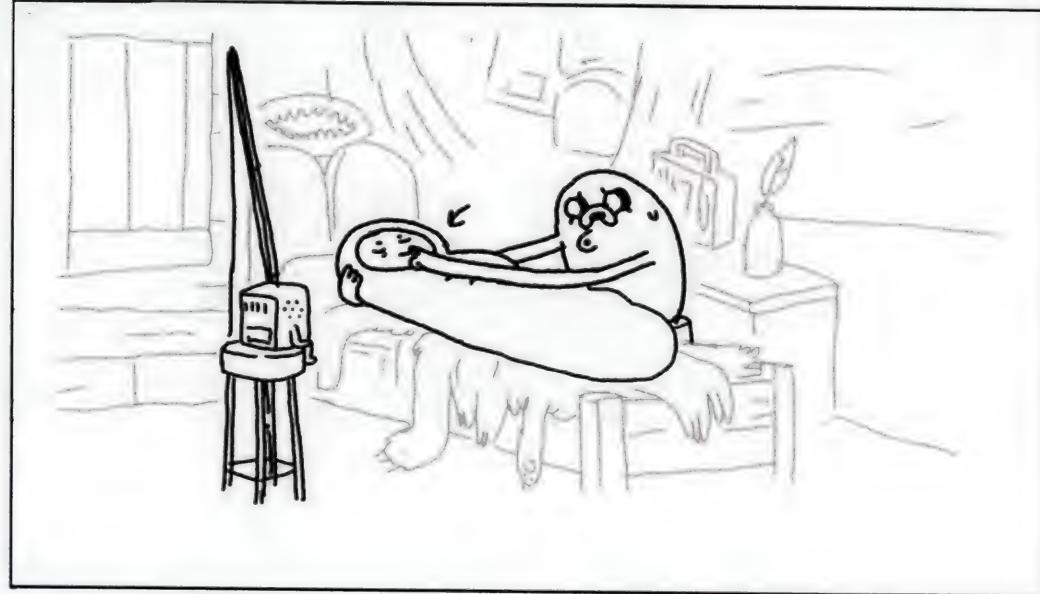
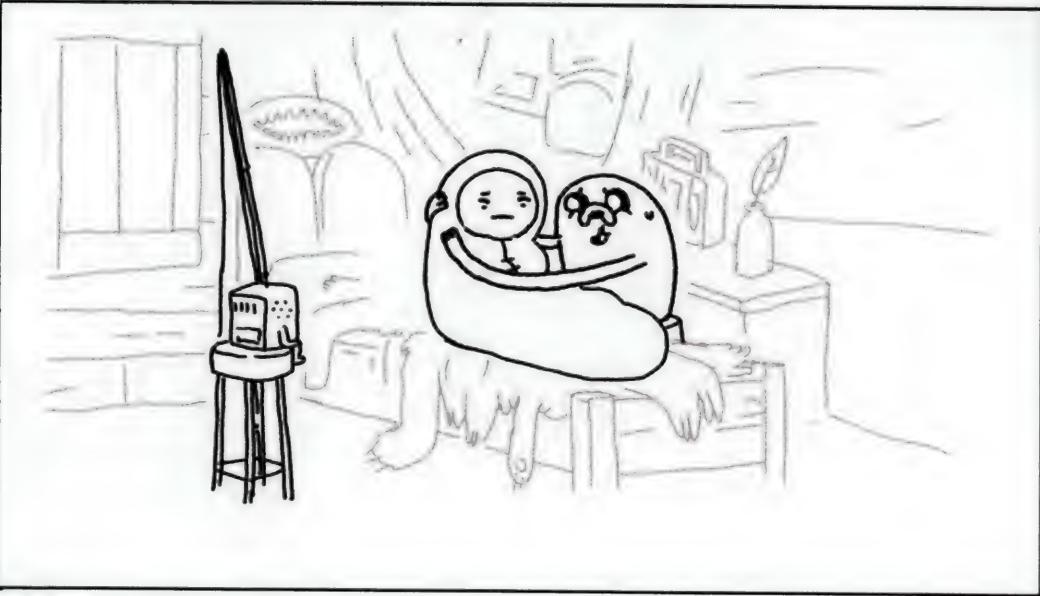
C

Bg.

Page

75

day night



Dialog:

J / SHH - SHH - SHH - SHH.

Action:

~ JAKE LAYS FINN DOWN AGAIN.

SEP 12 2014

Timing:

EPISODE # 1025-196

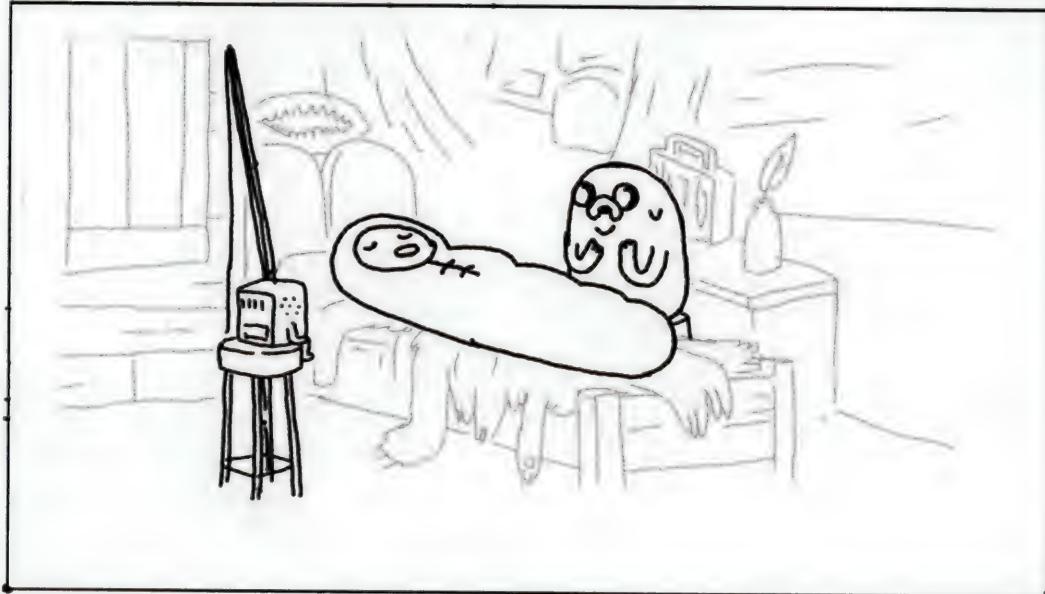
Production :

1025/196

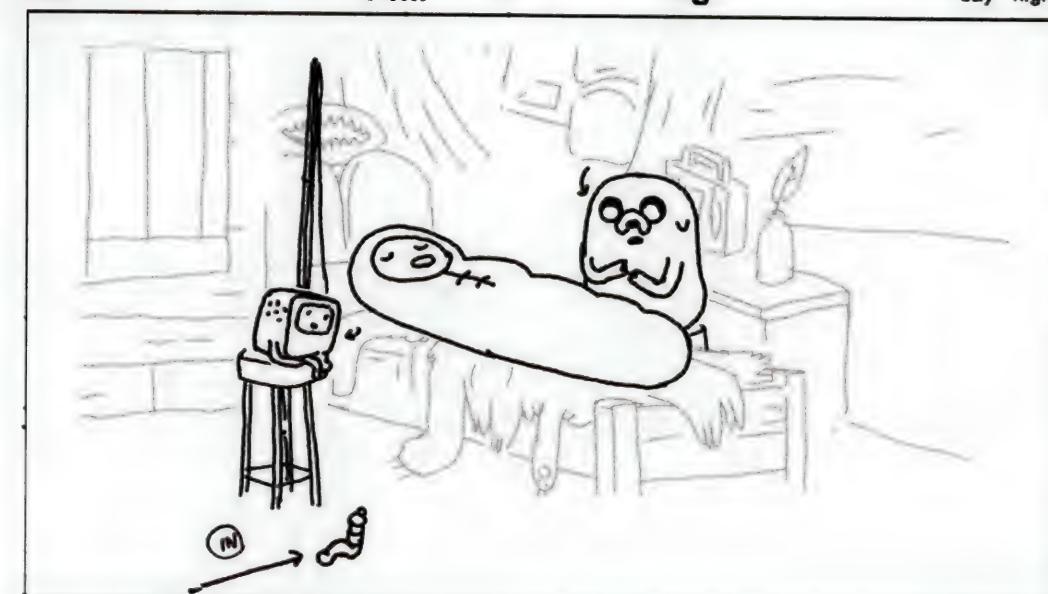
ADVENTURE TIME

1025/196

Sc. 52 cont Pnl. D Bg.



Sc. 52 cont Pnl. E Bg.



Page 76
day night

No Cut

EPISODE # 1025-196

1025/196

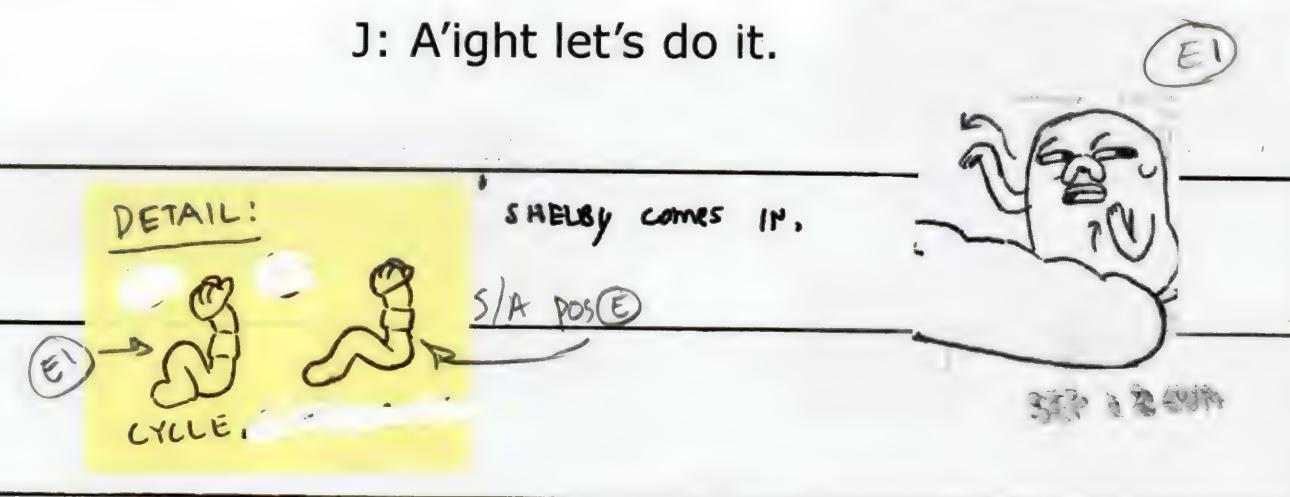
Dialog:

F/[SNORING.]

Action:

Timing:

J: A'ight let's do it.



Production :

1025/196

1025/196

Hu
Cut

ADVENTURE TIME

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Sc.

53

Pnl.

A

Bg.

day night



Cut

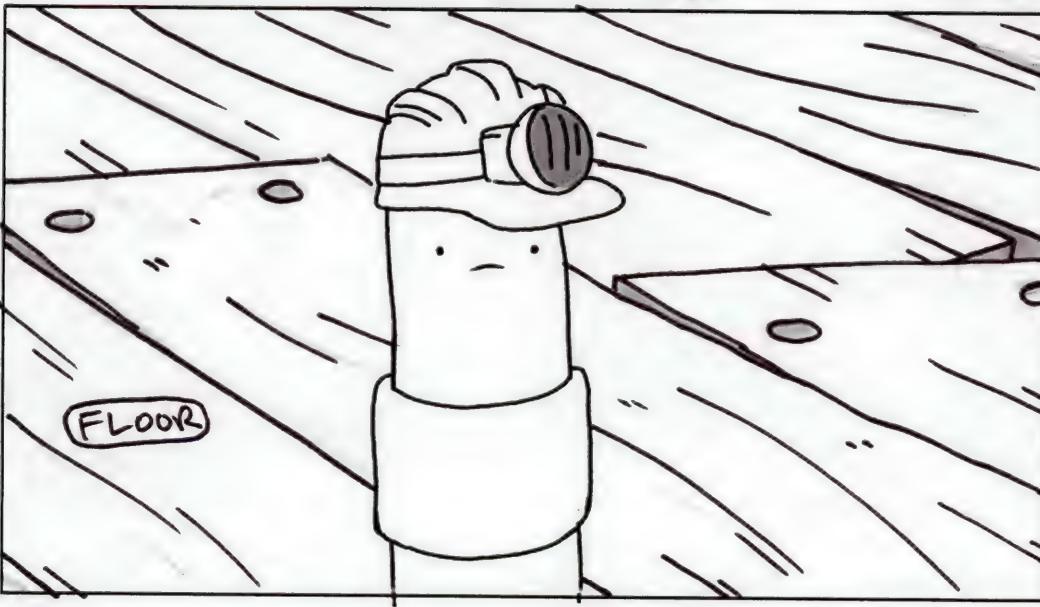
Page

77

day night

EPISODE# 1025-196

1025/196



Sc. 54

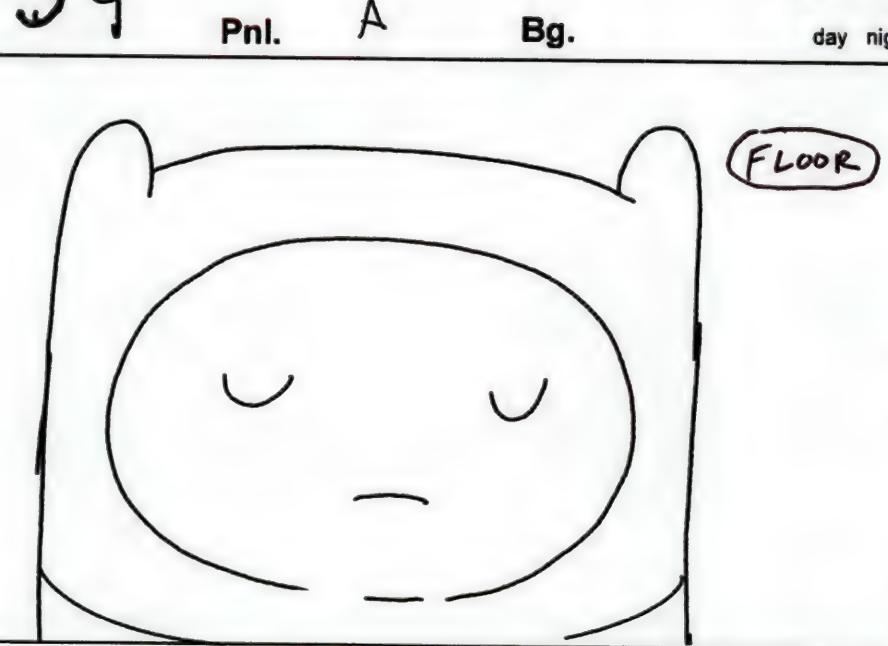
Pnl.

A

Bg.

day night

Hu
Cut



Dialog:

Action:

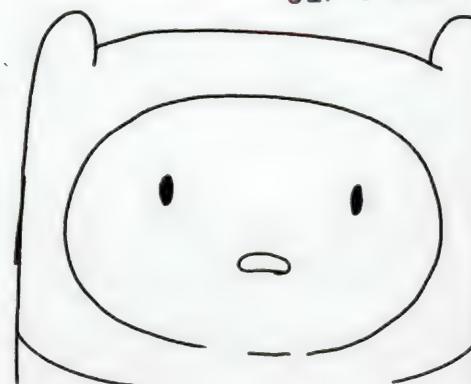
Timing:



FINN OPENS EYES.

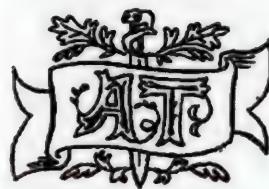
(AI)

SEP 12 2014



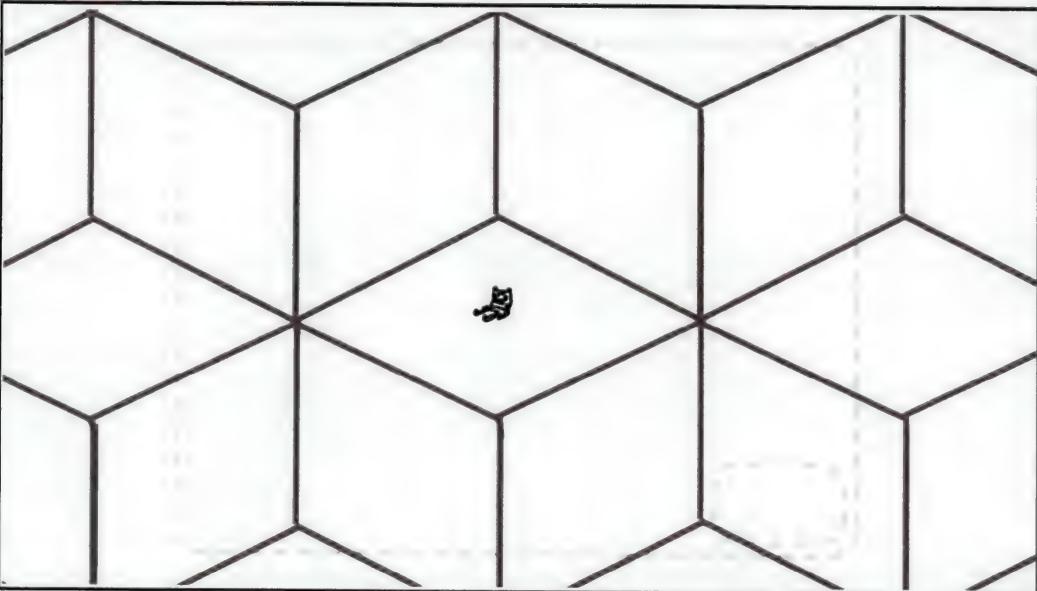
1025/196

ADVENTURE TIME

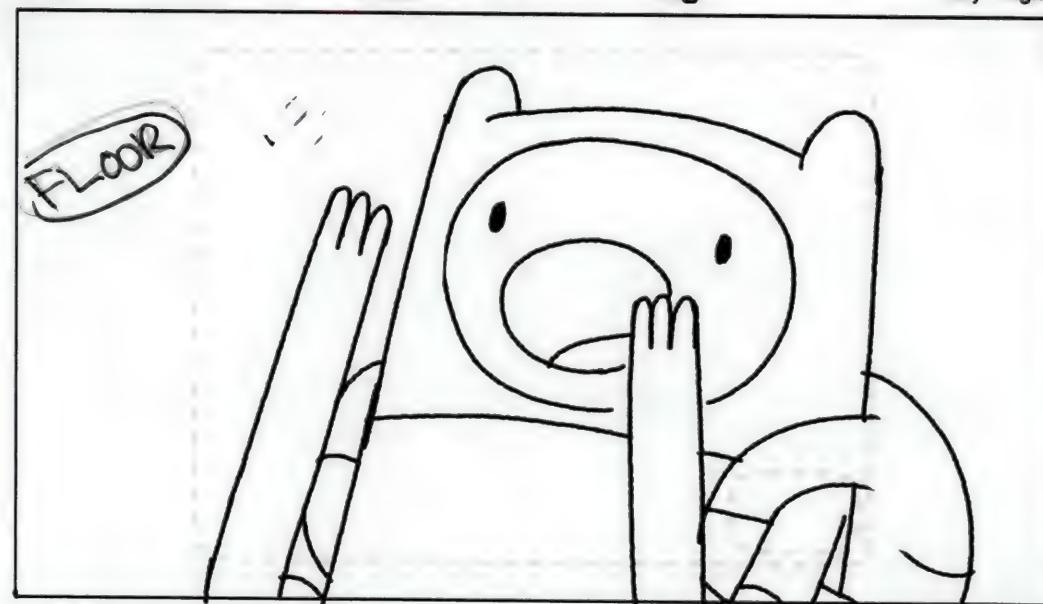


10/25/196

Sc. 55 Pnl. A Bg. day night



Sc. 56 Pnl. A Bg. day night



EPISODE # 1025-196

1025/196

Dialog:

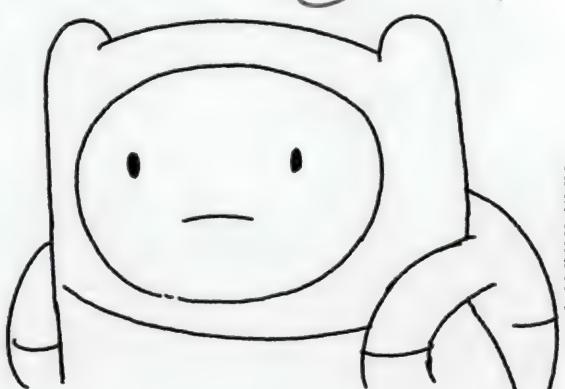
F/HEY! cosmic owl...

SEP 12 2014

AC

Action: FIND WAKES UP BALK IN THE DREAM

Timing:



1025/196

1025/196

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ADVENTURE TIME



79

Page

day night

Sc. 56 *cont* Pnl. B

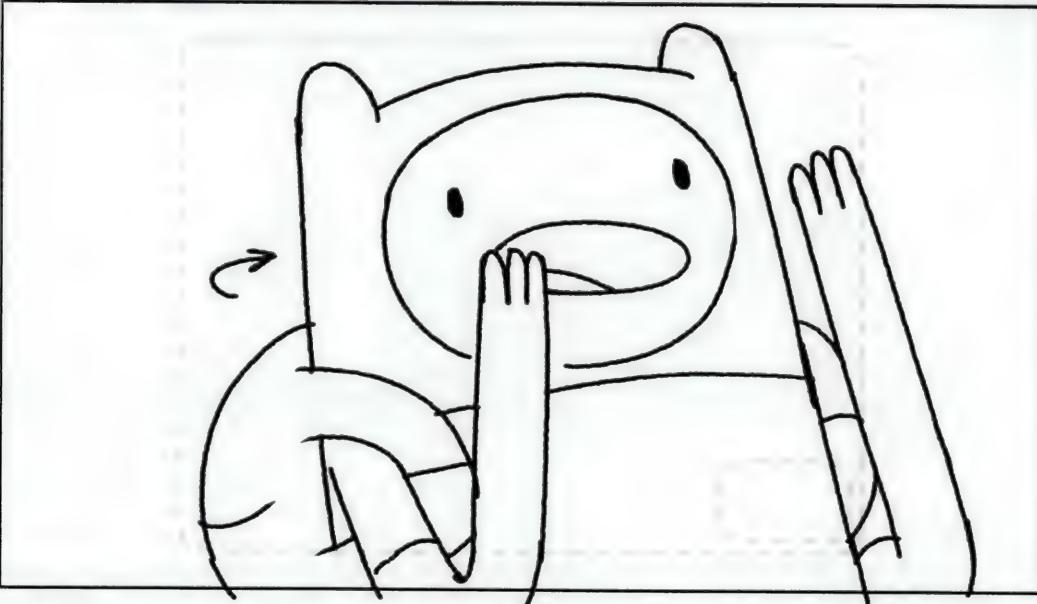
Bg.

day night

Sc. 56 *cont* Pnl. C

Bg.

day night



Dialog:

F/ you STILL HERE?

F/ woop.

Action:

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

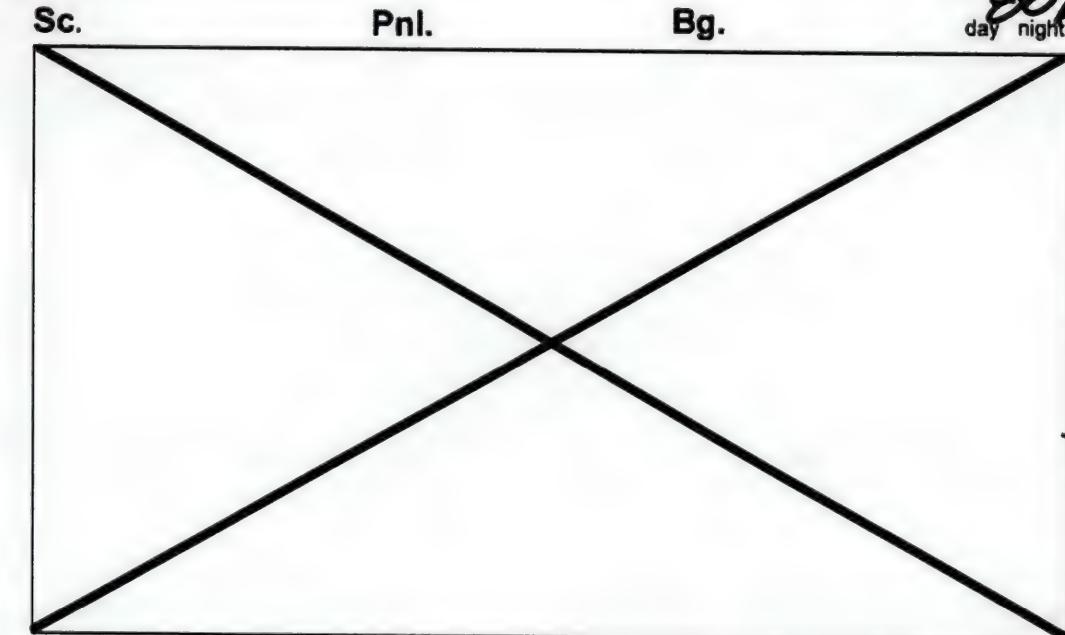
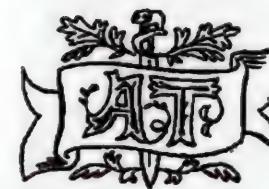
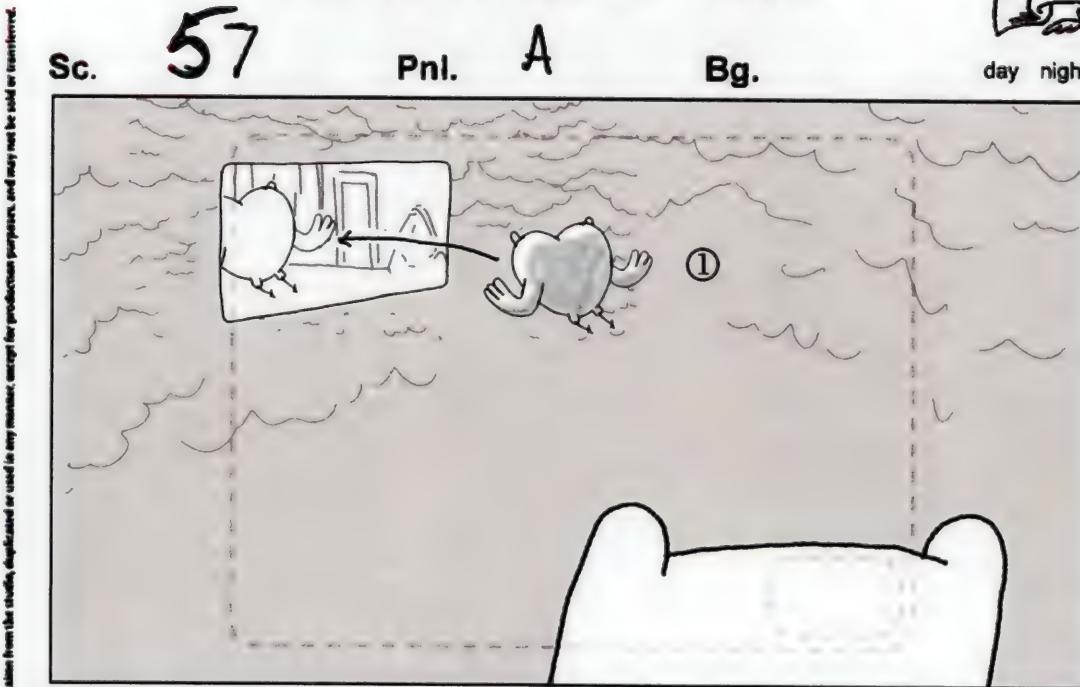
1025/196

1025/196

1025/196

WT

ADVENTURE TIME



EPISODE # 1025-196

Production :

1025/196

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Page 80
day night
80 ANEXT

1025/196

ADVENTURE TIME



CUT

Sc. 57 CONT

Pnl.

Bg.

day night

Sc.

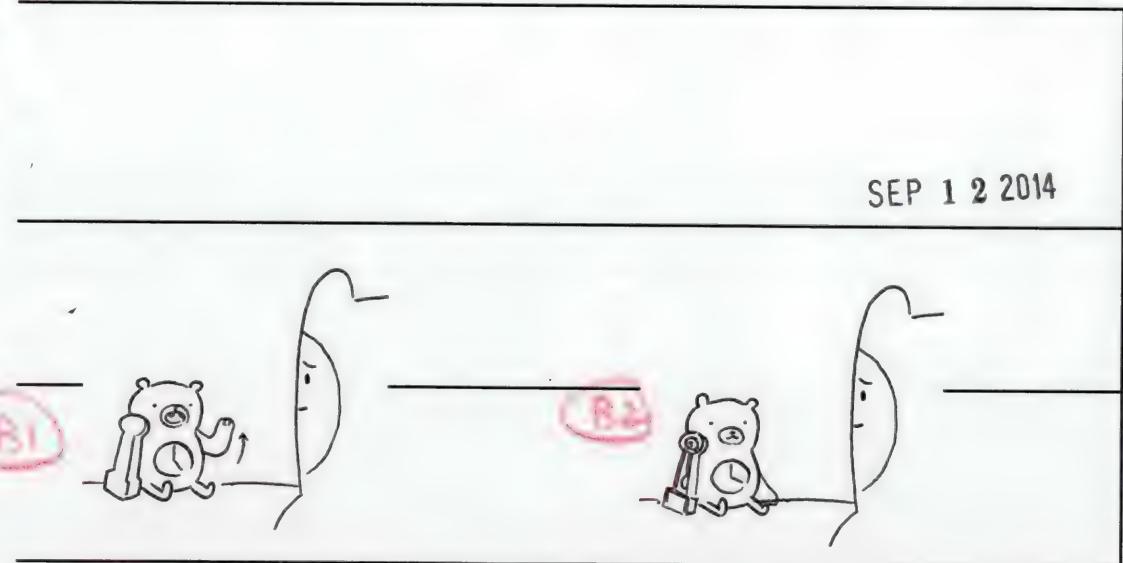
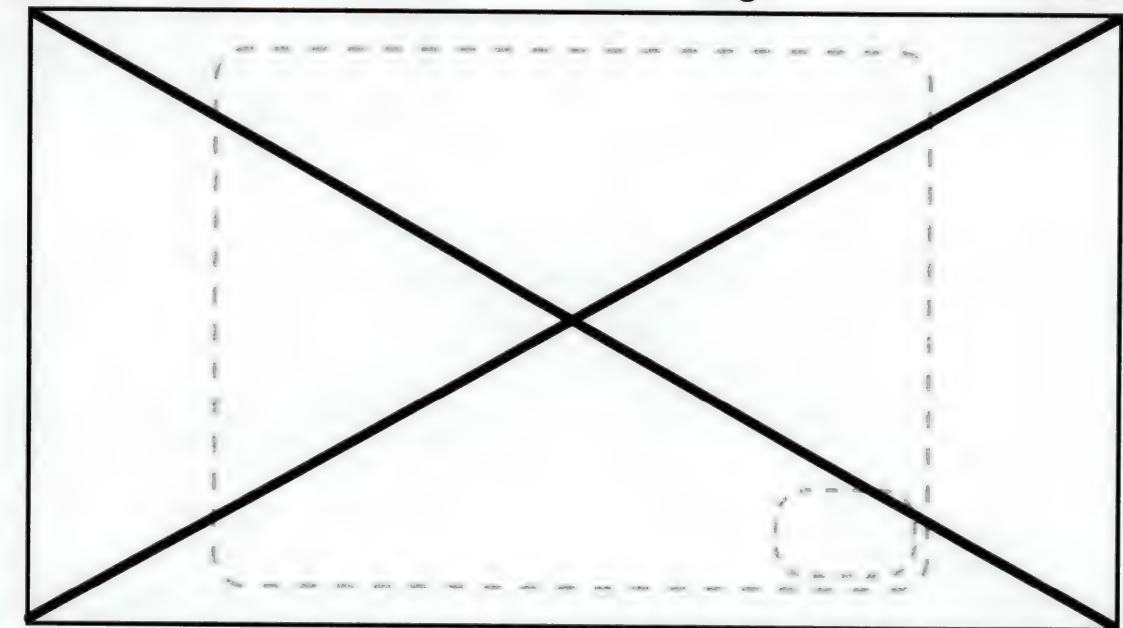
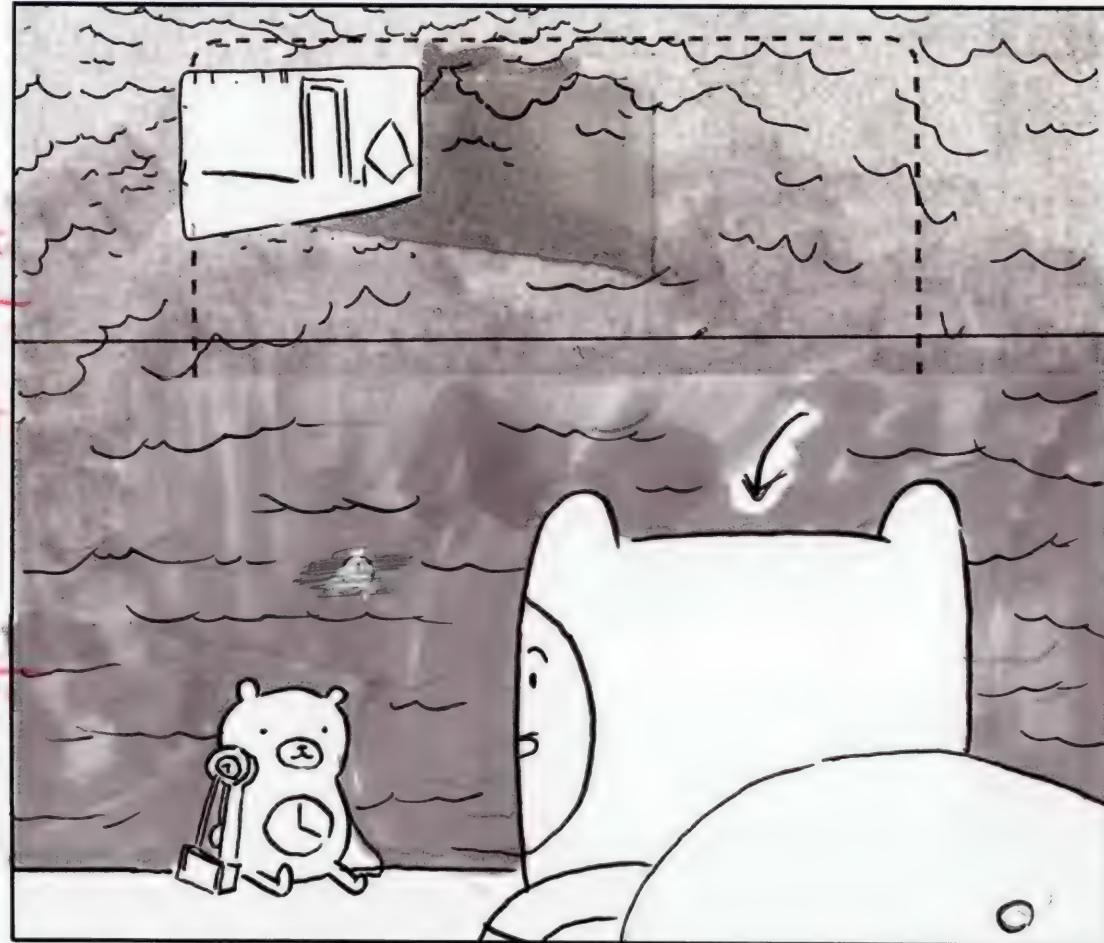
Pnl.

Bg.

Page 80A

day night

80B NEXT



EPISODE #

Production:

1025/196

1025/196

ADVENTURE TIME



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Sc.

Pnl.

Bg.

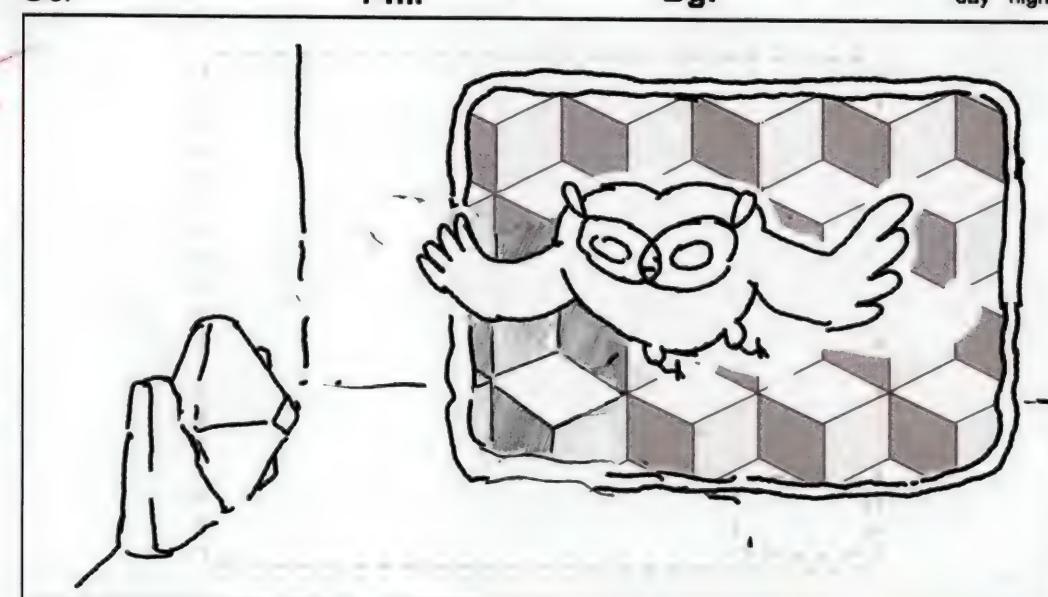
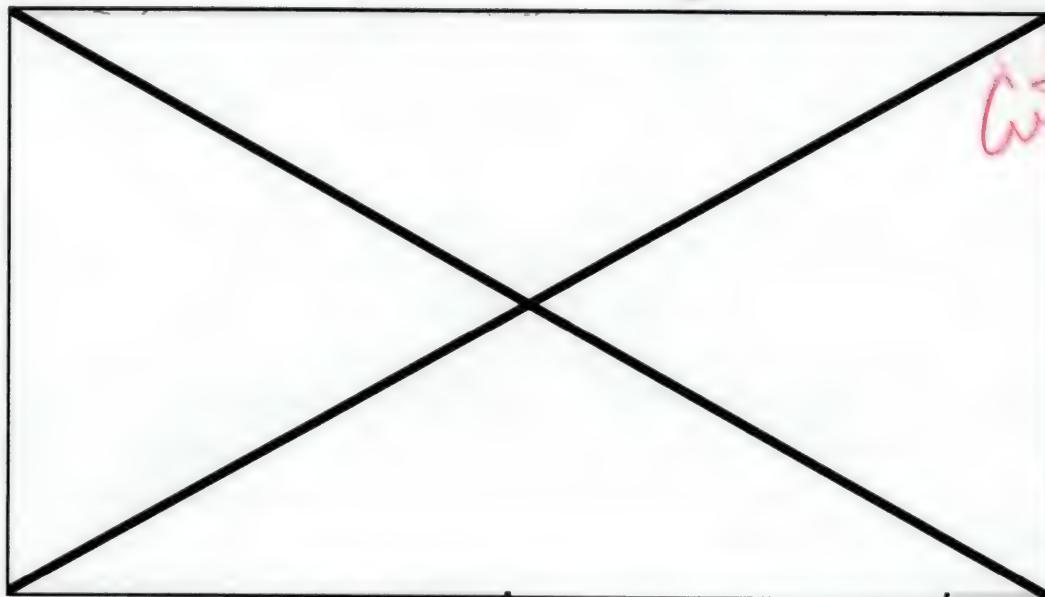
day night

Sc.

58

Page 80B
day night

01/NEXT



1025/196

Dialog:

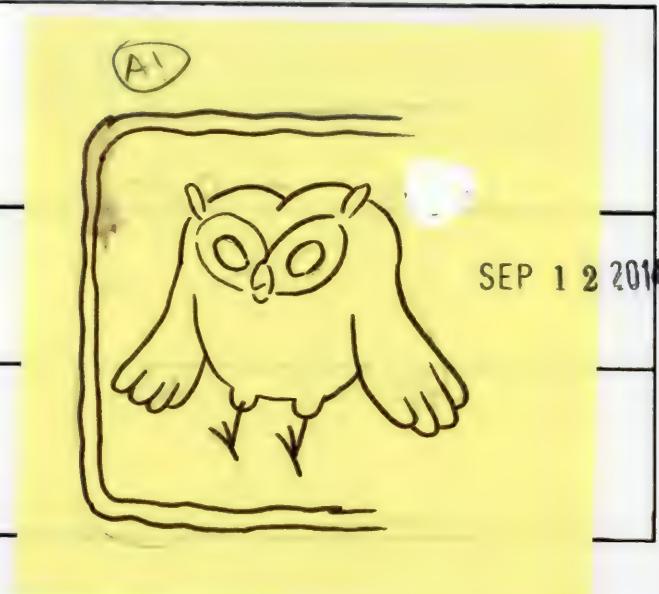
Action:

Timing:

EPISODE # 1025-196

Production :

1025/196



1025/196

ADVENTURE TIME



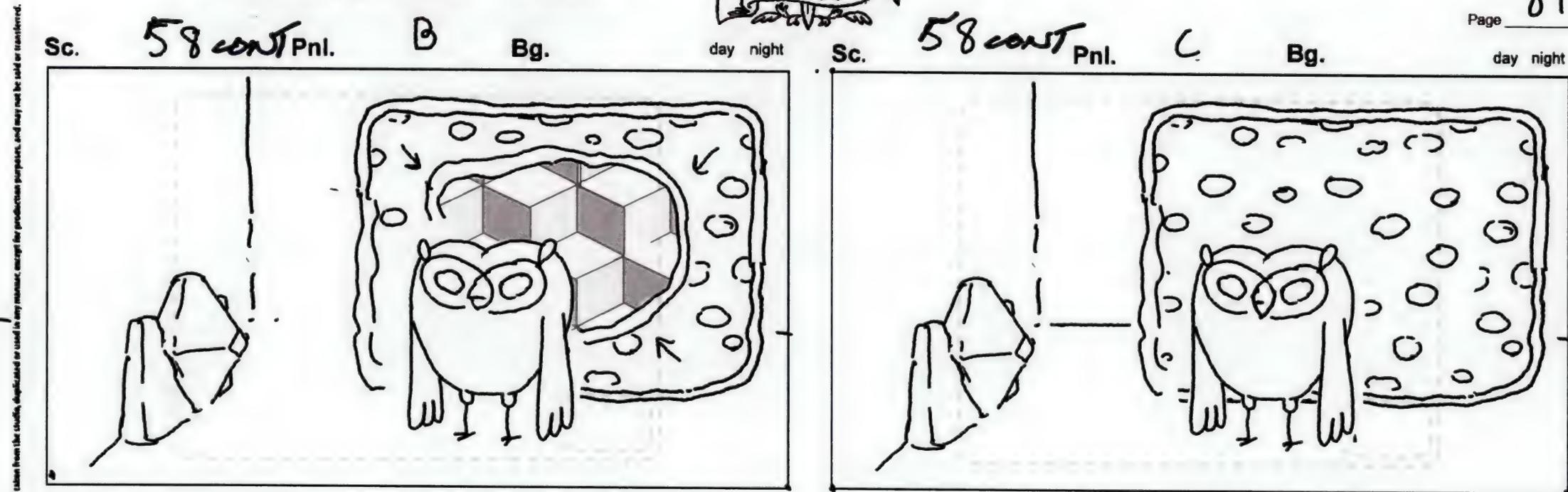
Sc. 58 cont Pnl. B Bg. day night Sc. 58 cont Pnl. C Bg. day night

Page 81

EPISODE # 1025-196

1025/196

1025/196



Dialog:

CO

Action:

- portal closes BEHIND C.O.

SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME



Cut
w/ x D155
part

Page 82

58 cont

Pnl.

D

Bg.

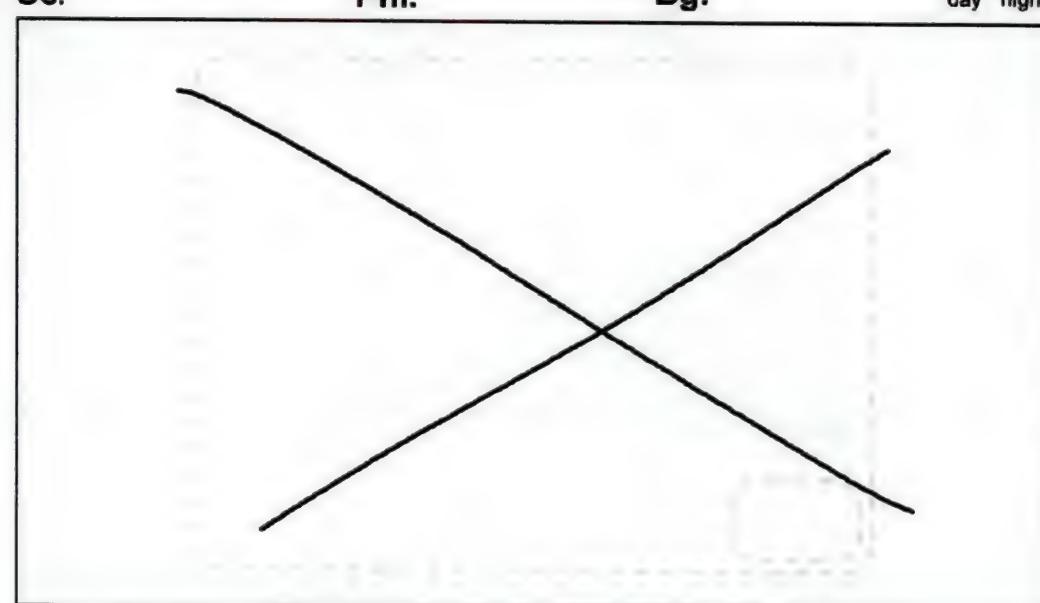
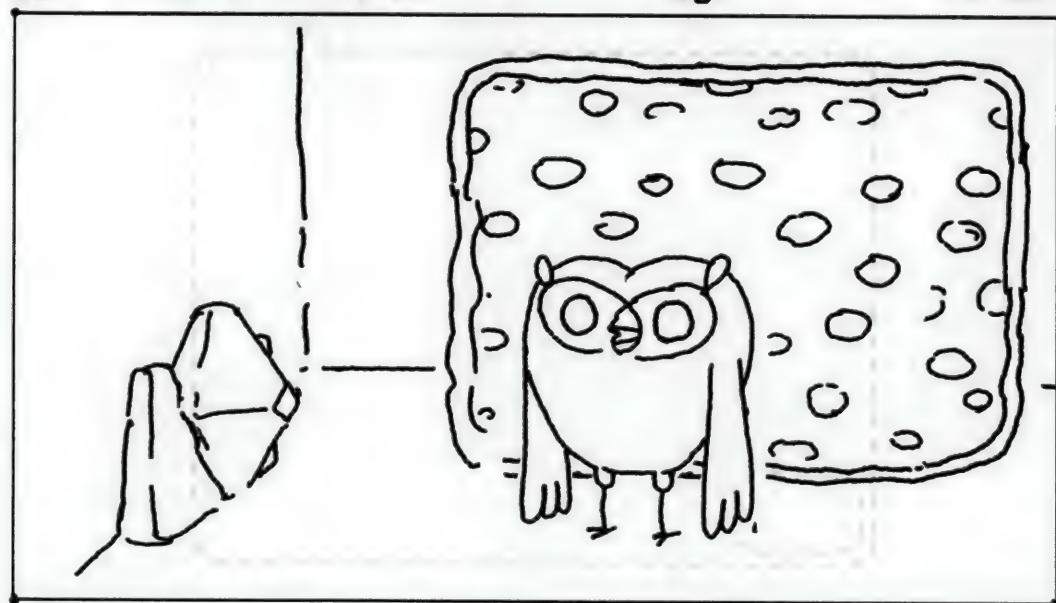
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(TO HIMSELF)
CO / BUTT FEATHERS...

SFX: * OCEAN SOUNDS *

Action:

- WF Hear Ocean Sounds

SEP 12 2014

Timing:

Production :

1025/196

1025/196

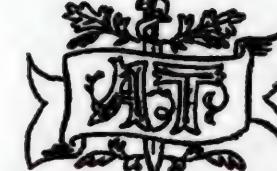
ADVENTURE TIME

Sc. 59

Pnl. A

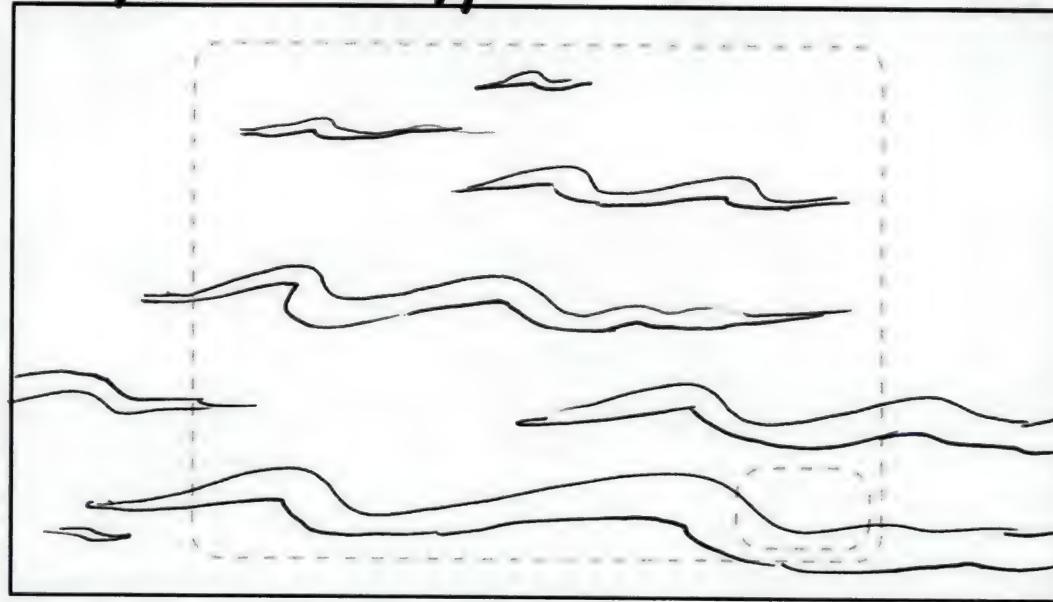
Bg.

day night



Page 83
day night

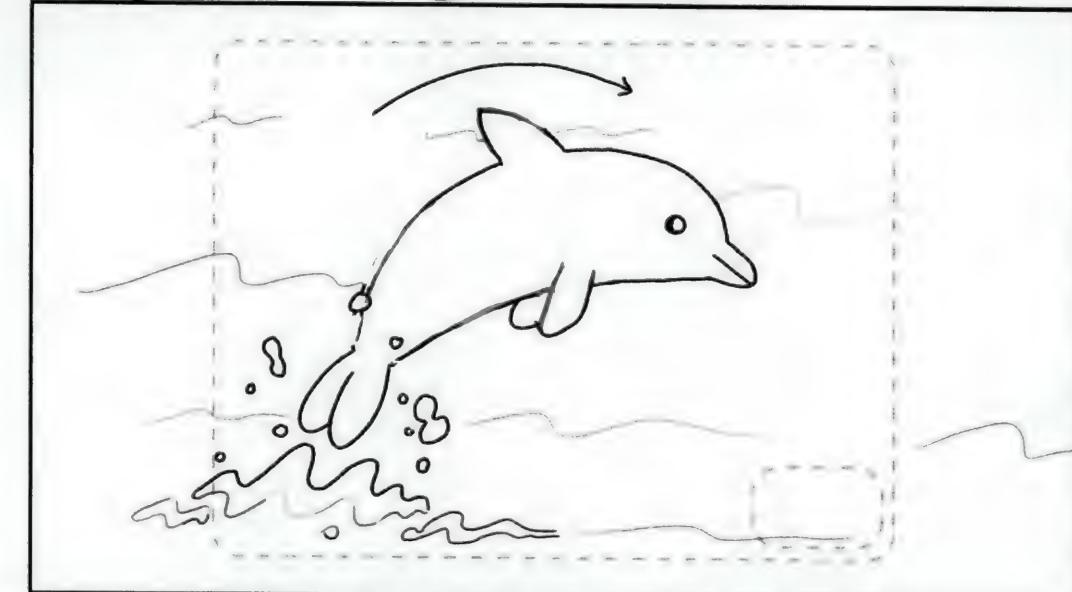
EPISODE # 1025-196



Sc. 59 cont Pnl. B

Bg.

day night



Dialog:

SFX: *OCEAN SOUNDS*

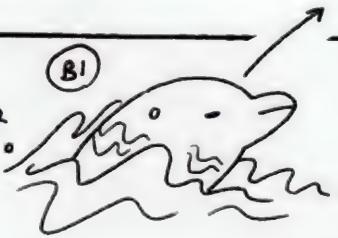
Action:

- X DISSOLVE ^{To} BEAUTIFUL BLUE OCEAN

Timing:

SFX: * SPOOSH *

- DOLPHIN LEAPS OUT OF WATER



SEP 12 2014

Production:

1025/196

1025/196

the
Cast

ADVENTURE TIME

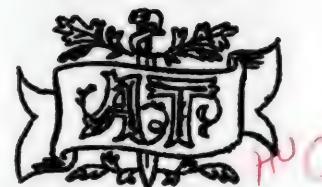
1025/196

Hot Cut

Sc. 60

Pnl. A

Bg.



day night

Sc. 61

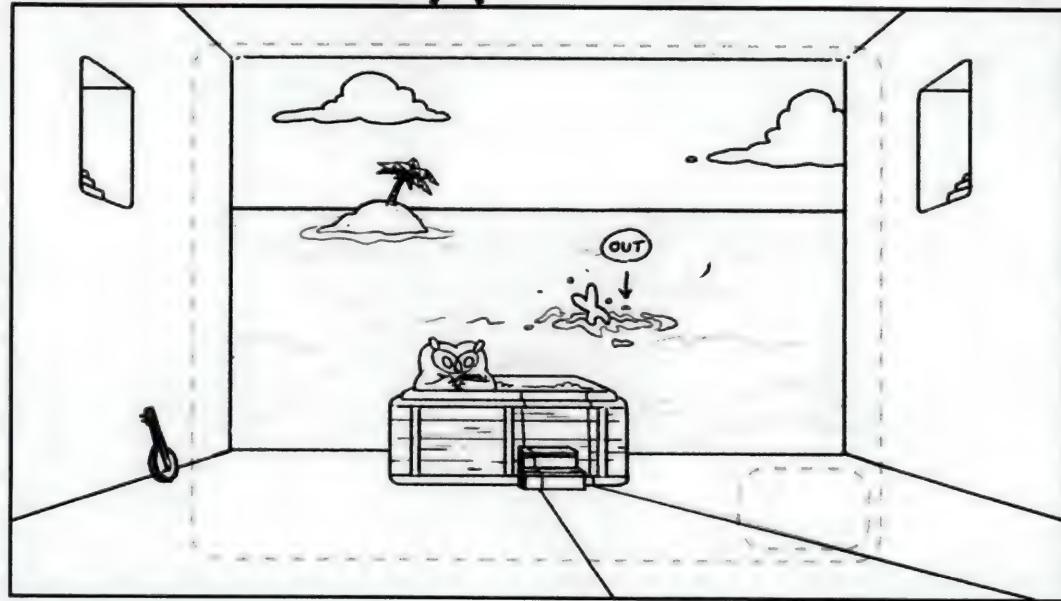
Pnl. A

Bg.

Page 84

day night

Hot Cut



EPISODE # 1025-196

1025/196

Dialog:

SFX: * SPLASH *



CO/ LOVE IS WEIRD, MAN.

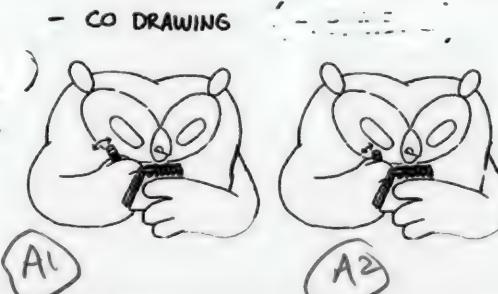
SEP 12 2014

Action:



- REVEAL OF PRISMO'S TIME ROOM
DOLPHIN DIVES INTO WATER ON VIDEO WALL.

Timing:



Production:

1025/196

Hi Cat

ADVENTURE TIME

1025/196



Page 85

Sc. 62

Pnl. A

Bg.

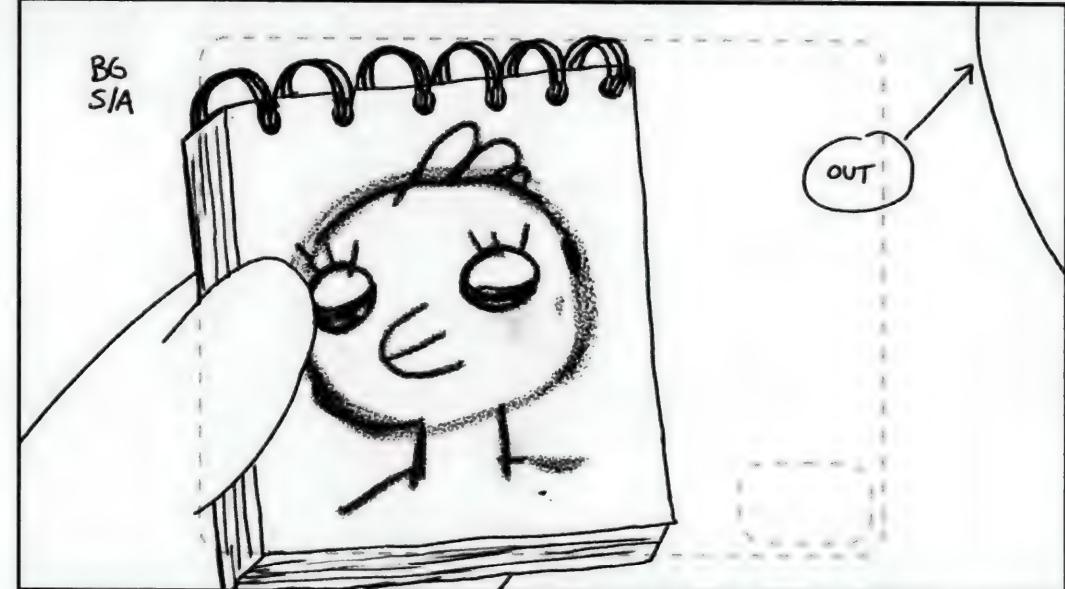
day night



Sc. 62 cont Pnl. B

Bg.

day night



Dialog:

CO: ⁽⁰¹⁵⁾ IT REALLY DOES COME WHEN
YOU LEAST EXPECT IT.

Action:

- C.O. WITHDRAWS PENCIL OFF/S.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production:

1025/196

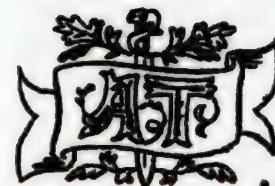
1025/196

ADVENTURE TIME

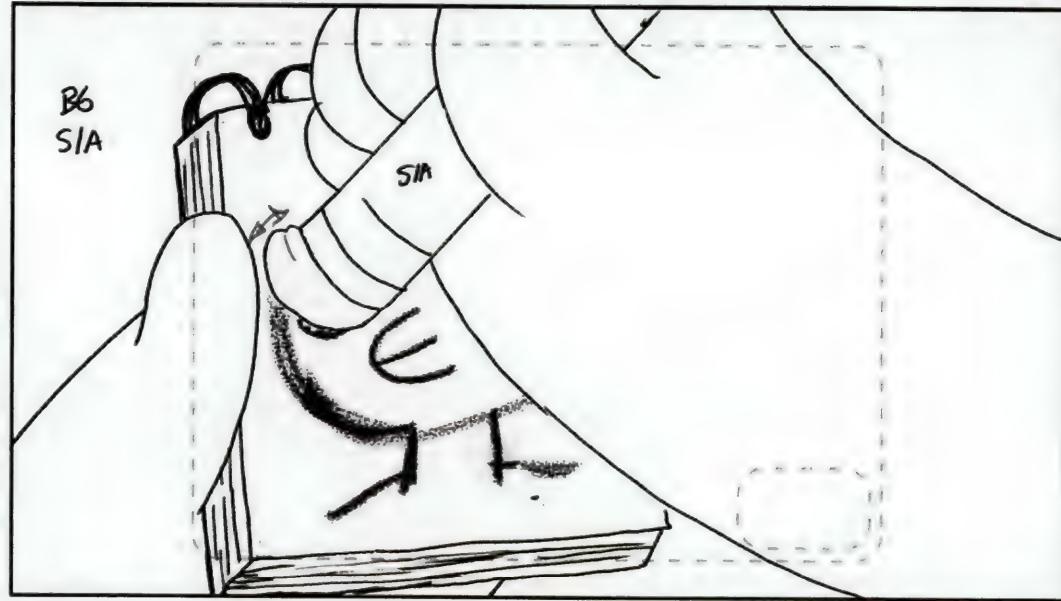
1025/196

Sc. 62 cont Pnl. C

Bg.



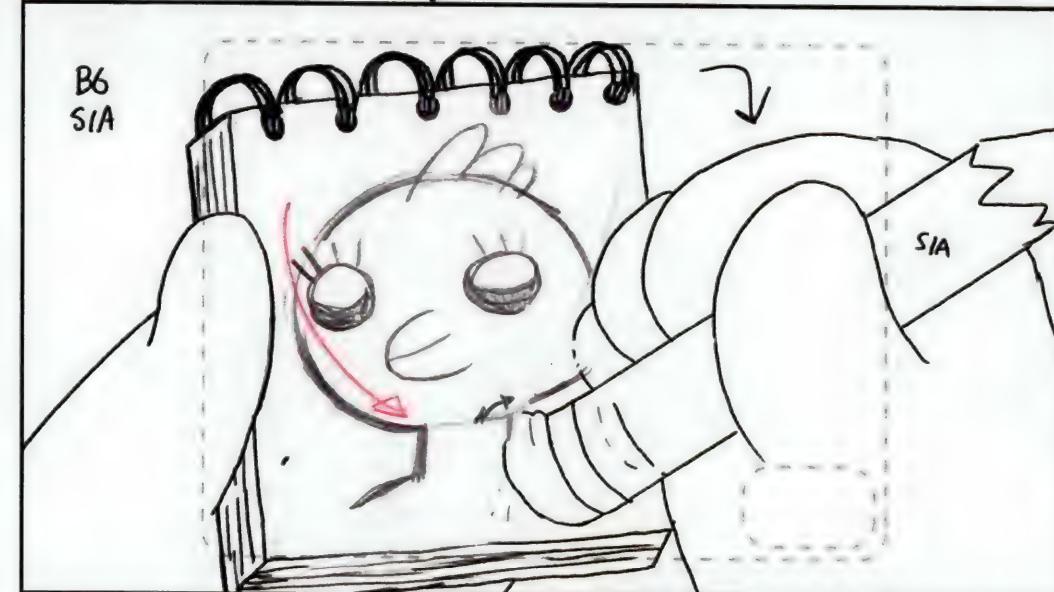
day night



Sc. 62 cont Pnl. D

Bg.

day night

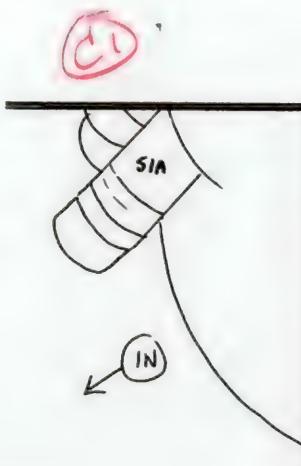


Page 86

EPISODE # 1025-196

1025/196

Dialog:



Action:

HAND BACK IN W/ PENCIL ERASER

Timing:

SFX: * RRR-RR-RR *

- CO ERASES TWO SPOTS
ON DRAWING.

SEP 12 2014

Production:

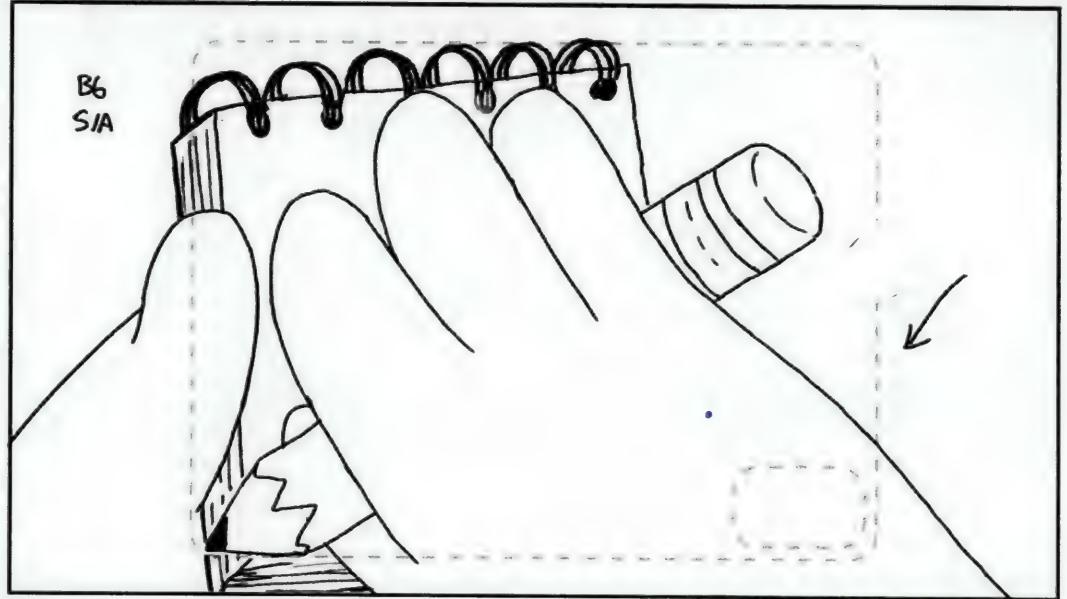
1025/196

ADVENTURE TIME

1025/196

Sc. 62 cont Pnl. E

Bg.



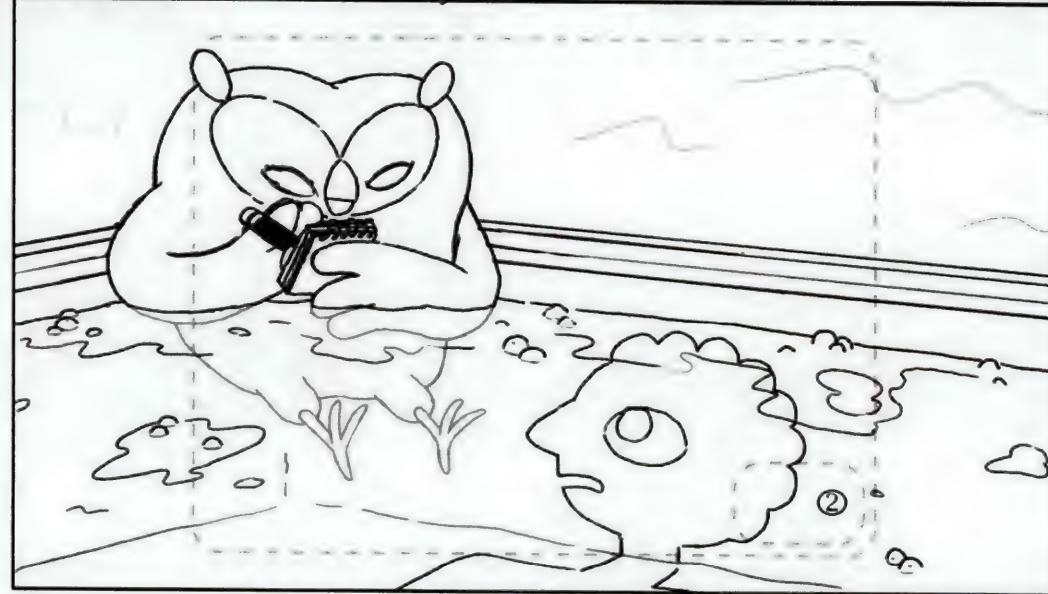
day night

Sc. 63

Pnl. A

Bg.

Page 87
day night



Dialog:

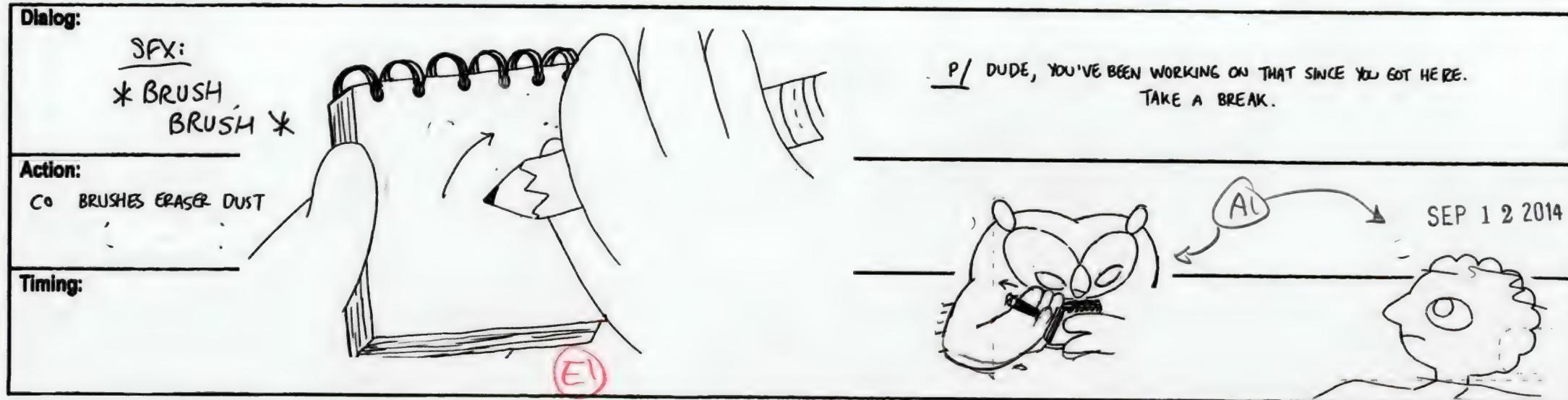
SFX:
* BRUSH
BRUSH *

Action:

CO BRUSHES ERASER DUST

Timing:

(E)



EPISODE # 1025-196

Production #:

1025/196

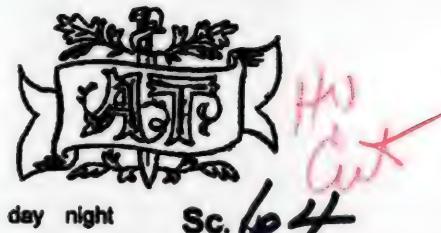
1025/196

ADVENTURE TIME

1025/196

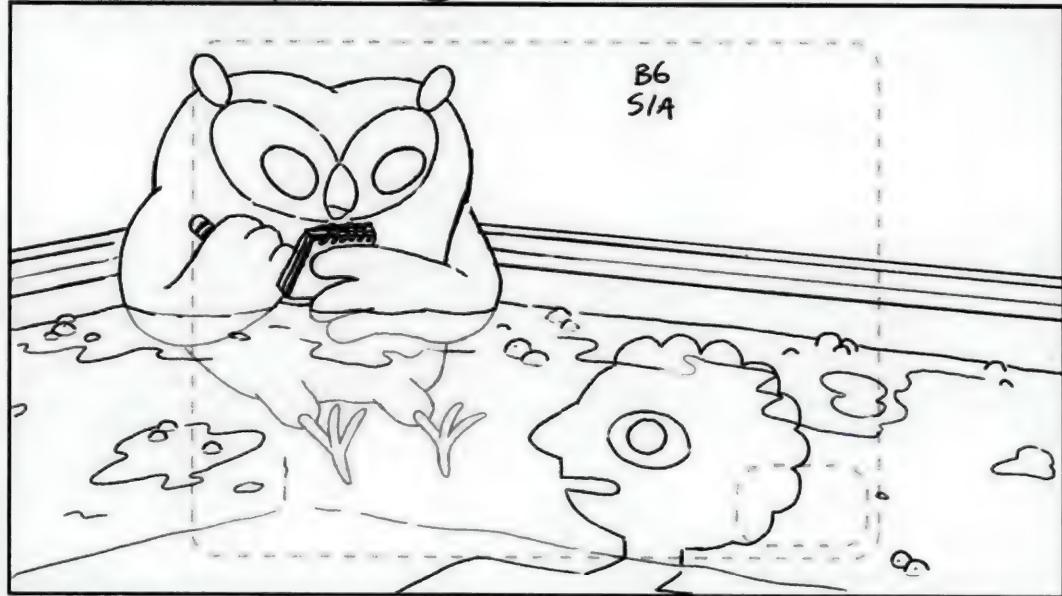
Sc. 63 cont Pnl. B

Bg.



Page 88

day night

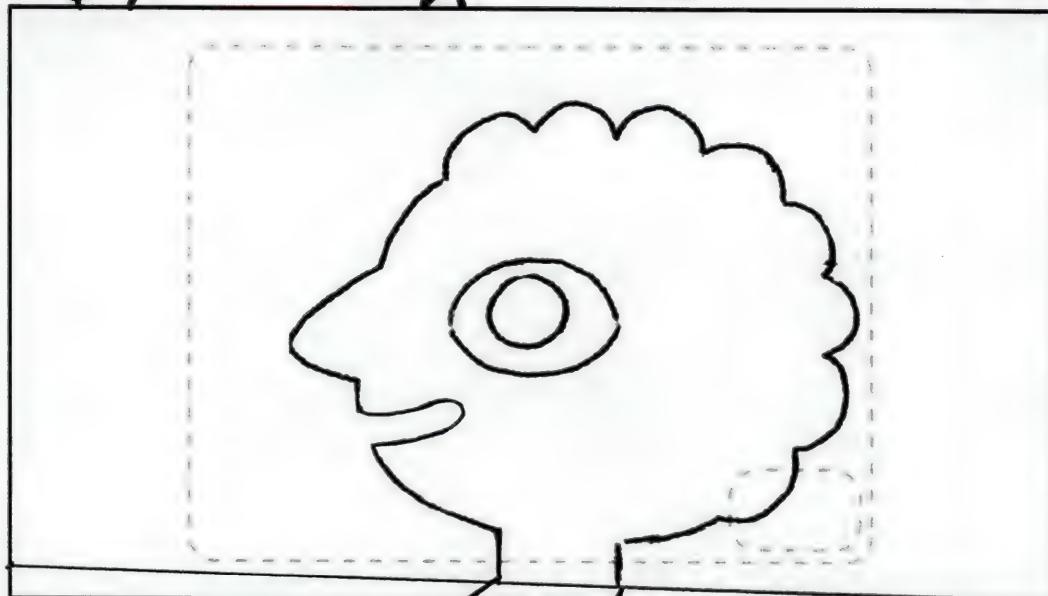


Sc. 64

Pnl. A

Bg.

day night



Dialog:

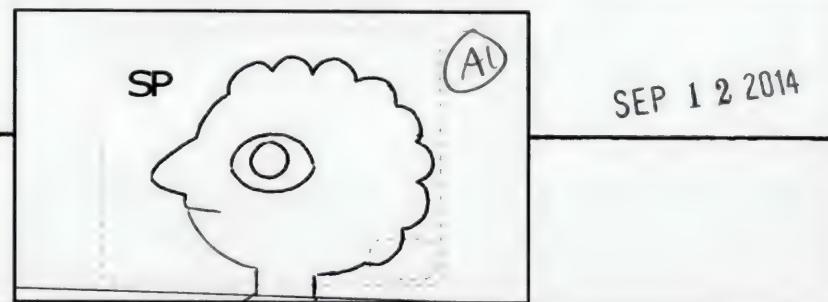
P/ YOU HAVEN'T EVEN ASKED ABOUT MY BANJO LESSONS...

P/ THEY'RE GOING GREAT

Action:

- CO LOOKS UP.

Timing:



EPISODE # 1025-196

Production :

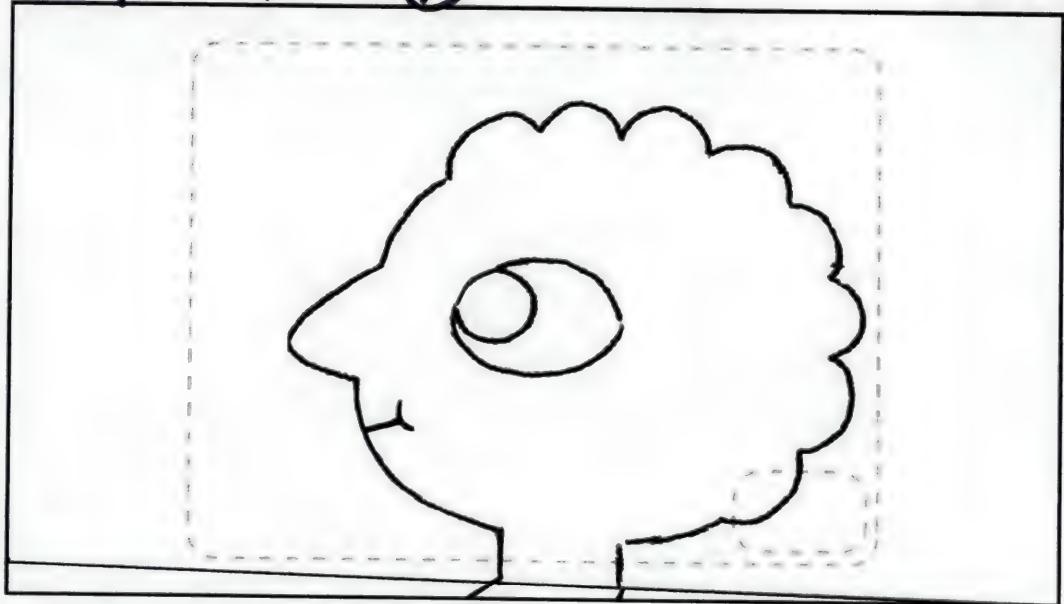
1025/196

ADVENTURE TIME

1025/196

Sc. 64 cont Pnl. B

Bg.



HU
Cut

day night

Sc. 65

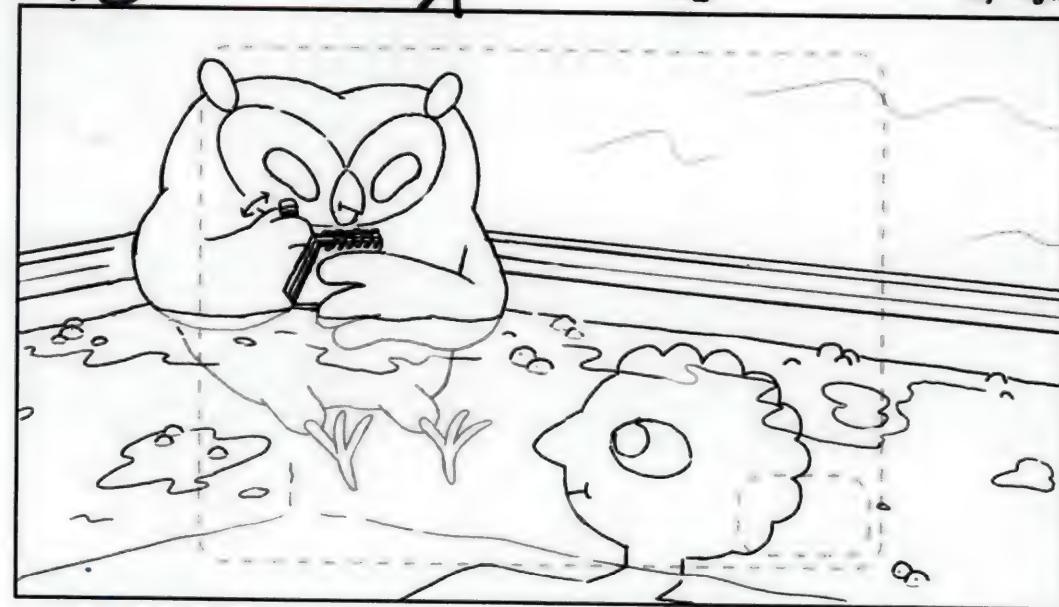
Pnl. A

Bg.

Page

89

day night



Dialog:

SFX: * SCRATCH-SCRATCH *

Action:

CO SCRIBBLING ON PAD

SEP 12 2014

Timing:

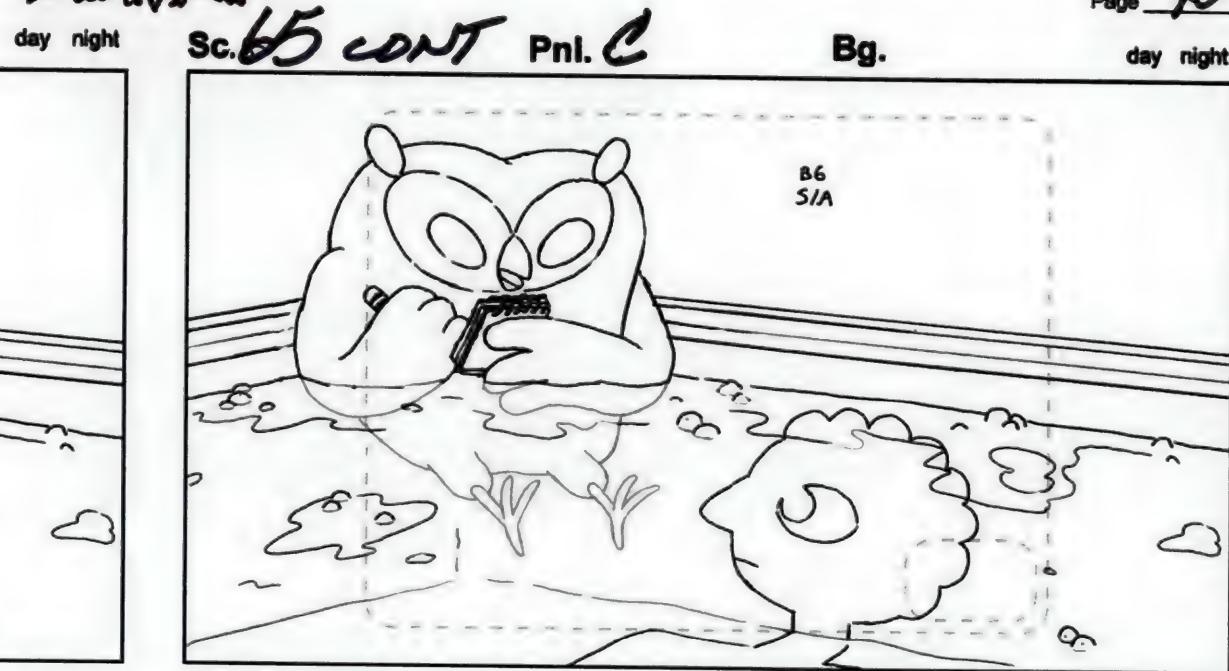
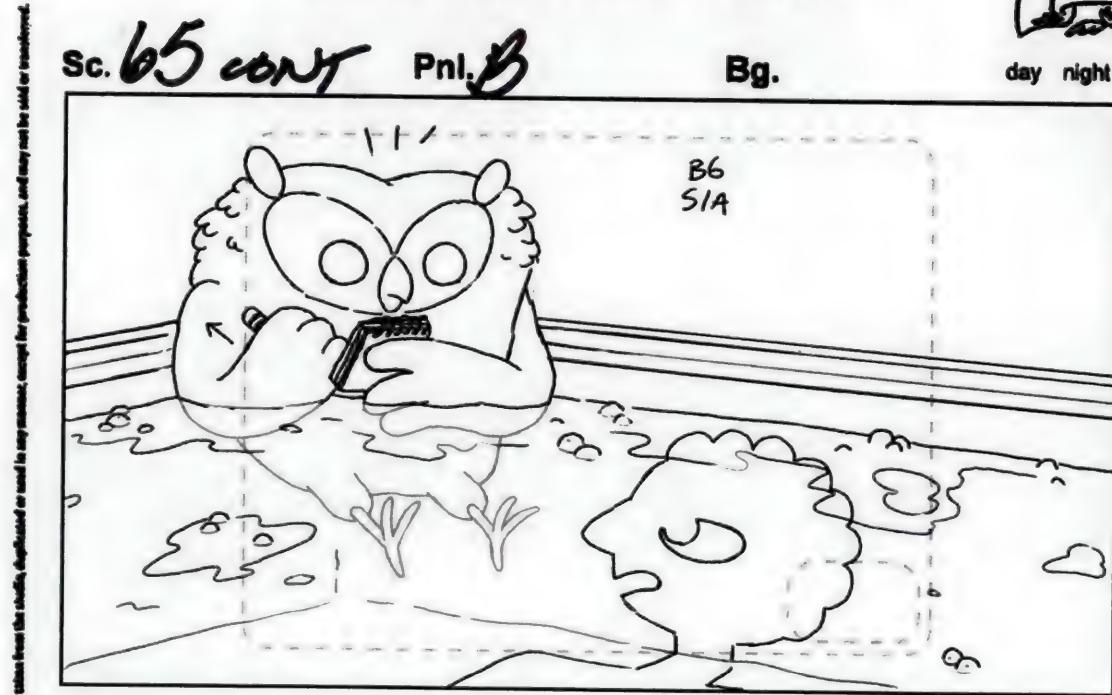
EPISODE # 1025-196

Production:

1025/196

ADVENTURE TIME

1025/196



Dialog:

P / DUDE.

CO / SORRY!

Action:

SEP 12 2014

Timing:

Production:

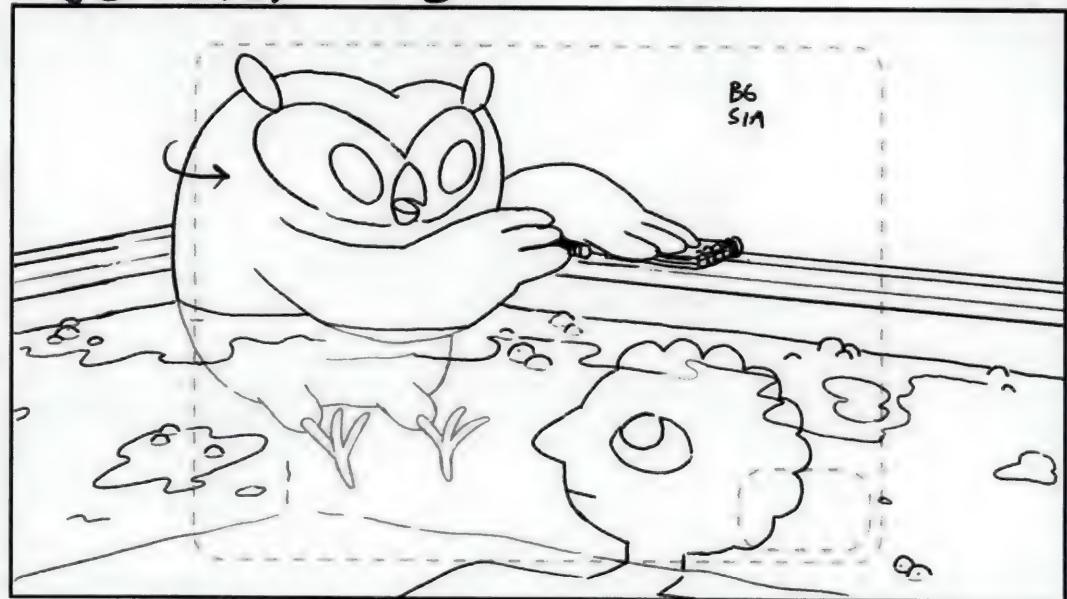
ADVENTURE TIME



Sc. 65 cont Pnl. D

Bg.

day night

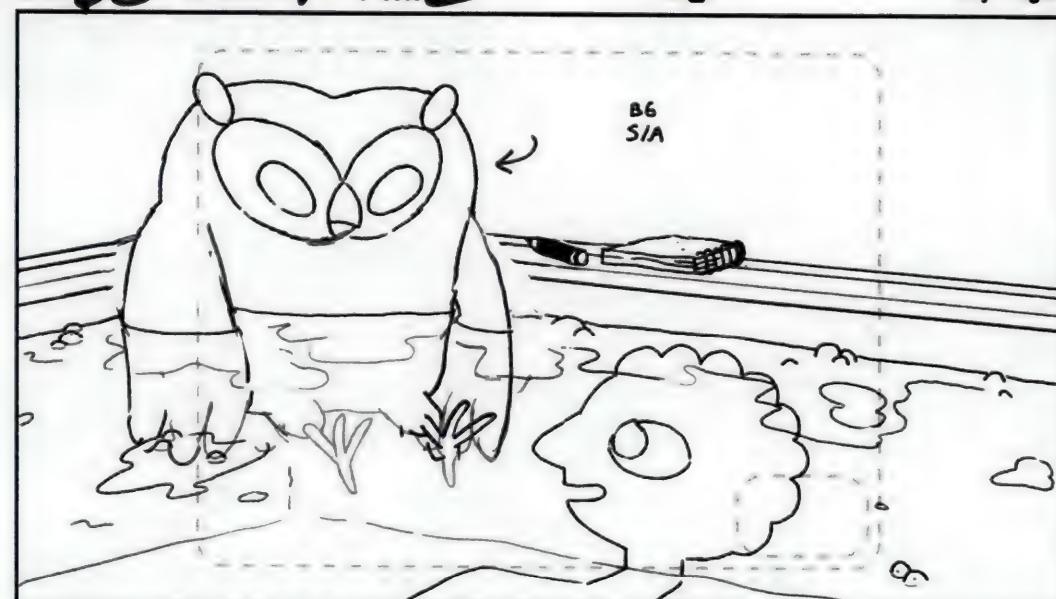


Sc. 65 cont Pnl. E

Bg.

day night

Page 81
H/Cut



Dialog:

C.O. / I JUST CAN'T STOP THINKING ABOUT HER.

[CHUCKLE]

P/ WOW, YOU REALLY ARE IN LOVE, HUH?

Action:

- C.O. PLACES PENCIL & SKETCHBOOK ON HOT TUB LEDGE

- C.O. TURNS BACK.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

~~Hot Cut~~

ADVENTURE TIME

Sc. 66

Pnl. A

Bg.



day night

~~Cut~~

Sc. 67

Pnl. A

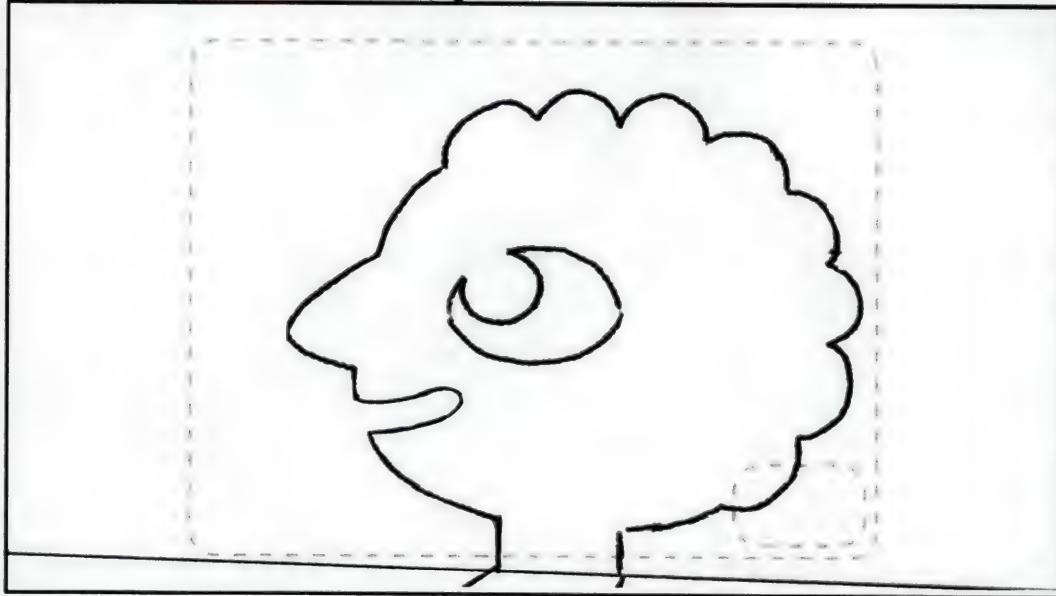
Bg.

Page

82

day night

~~Cut~~



EPISODE # 1025-196

1025/196

Dialog:

P/ ALRIGHT, TELL ME MORE ABOUT HER. WHERE'D YOU MEET?

CO/ IN A DREAM.

Action:

- PRISMO ROLLS
EYE BACK.



Timing:



Production:

1025/196

1025/196

ADVENTURE TIME

Sc. 68

Pnl. A

Bg.

day night

Sc. 69

Pnl. A

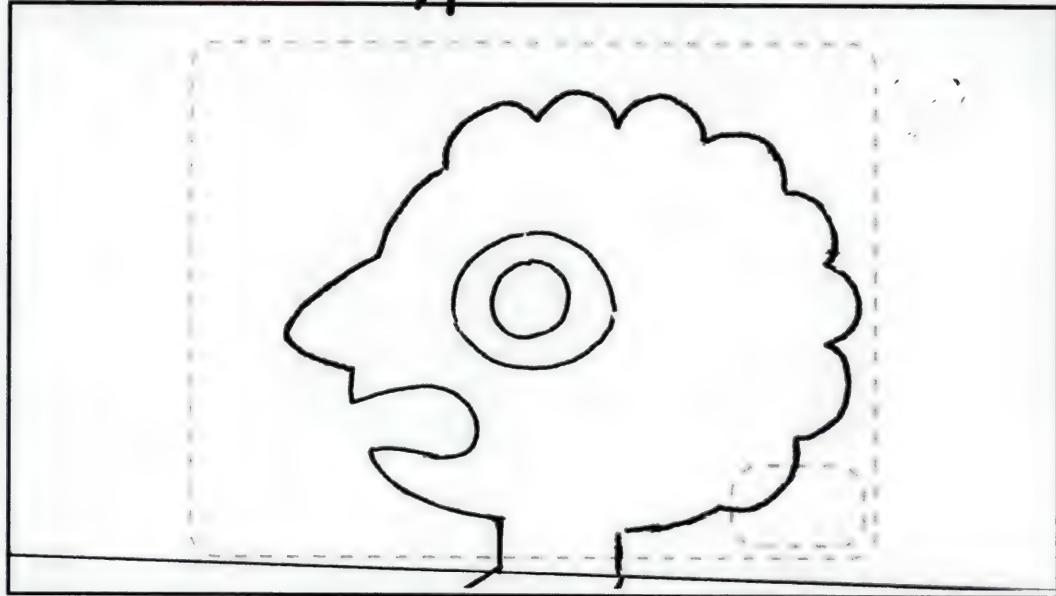
Bg.

day night

Page

93

Cut



Dialog:

P / WHAT?! WHOSE?!

Action:



(A1)

Timing:

co / FINN THE HUMAN.

SEP 12 2014



Production :

EPISODE # 1025-196

1025/196

1025/196

Cut

ADVENTURE TIME



Sc. 70

Pnl. A

Bg.

day night

Page 94

day night

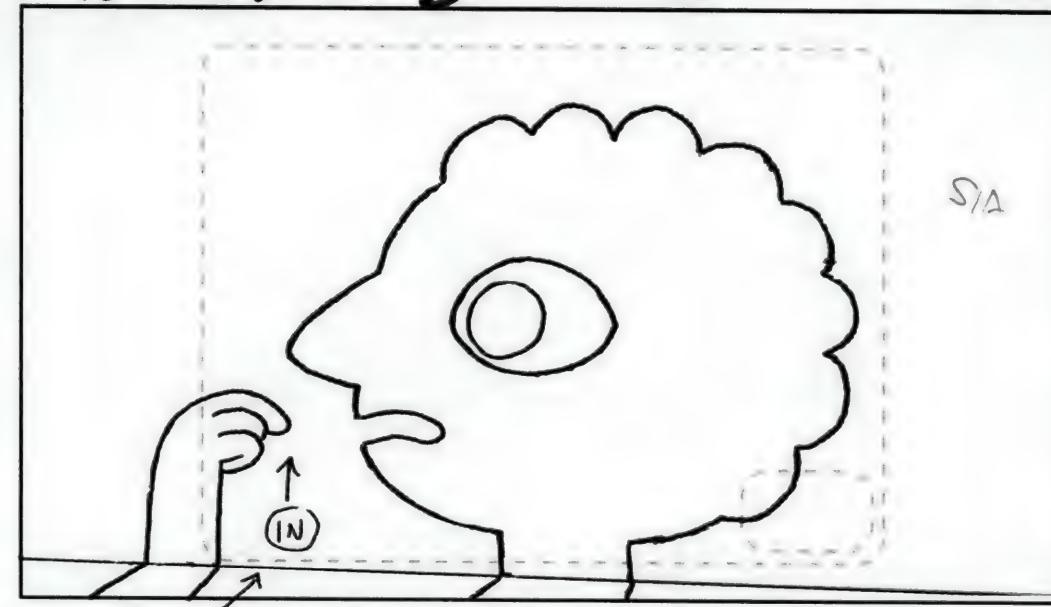
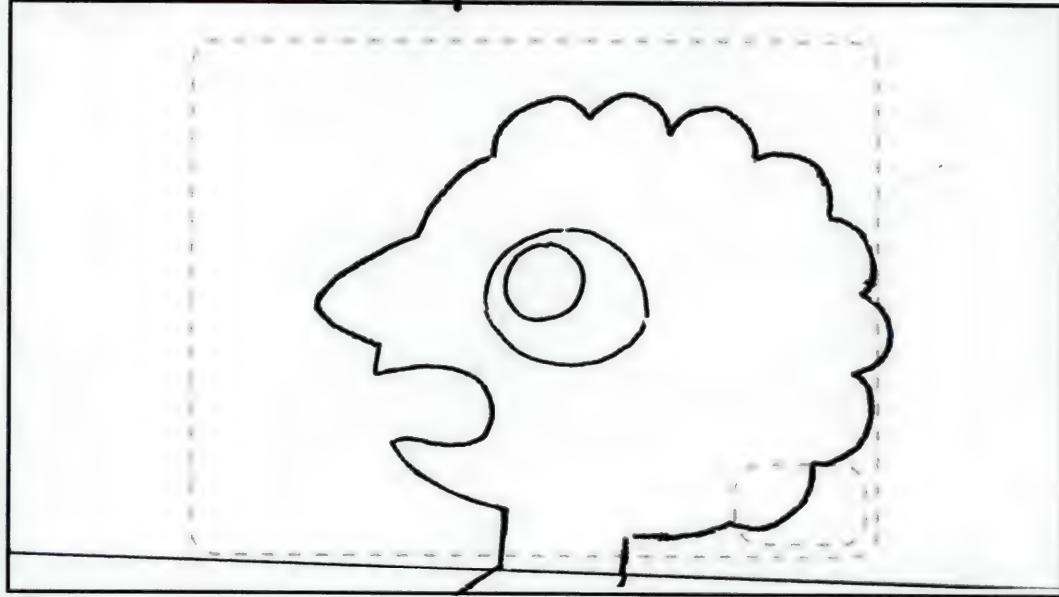
Sc. 70 cont

Pnl. B

Bg.

day night

1025/196



Dialog:

P/ WHAT?! WHO'S THAT?!

A1

P/ OH NO WAIT, I KNOW THAT GUY.

Action:



Timing:

SEP 12 2014

Production:

EPISODE # 1025-196

1025/196

1025/196

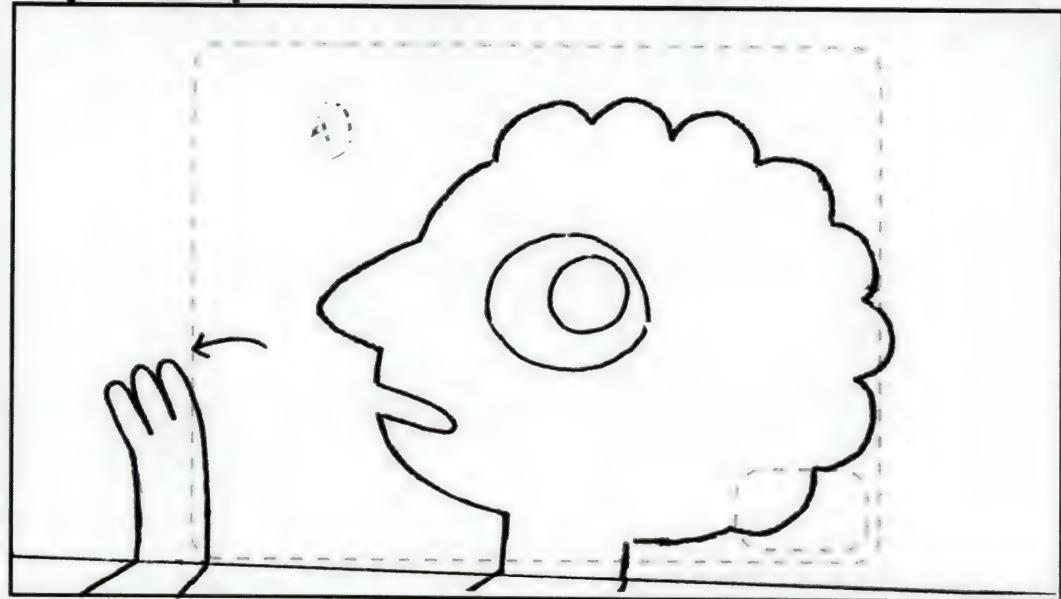
ADVENTURE TIME

1025/196

Sc. 70 cont

Pnl. C

Bg.



day night

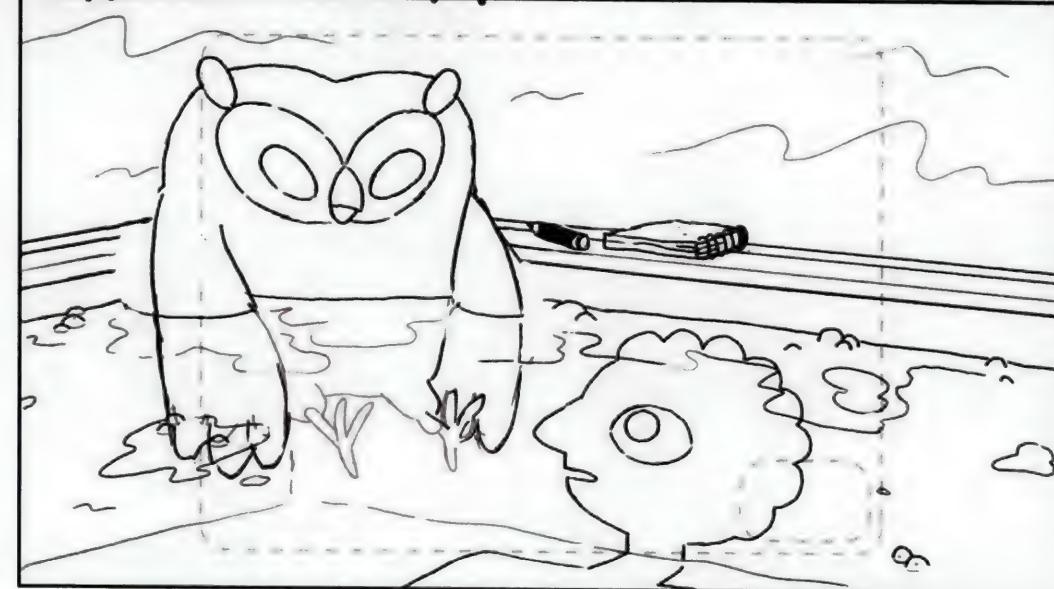
Sc. 71

Pnl. A

Bg.

day night

Page 95



Dialog:

P/ LOOK, I DON'T THINK YOU WERE PUT IN CHARGE OF
PROPHETIC DREAMS SO YOU COULD MEET LADIES.

Action:

(C1)

- P. LOWERS HAND.

Timing:

OUT

SEP 12 2014

Production:

EPISODE # 1025-196

1025/196

ADVENTURE TIME

1025/196

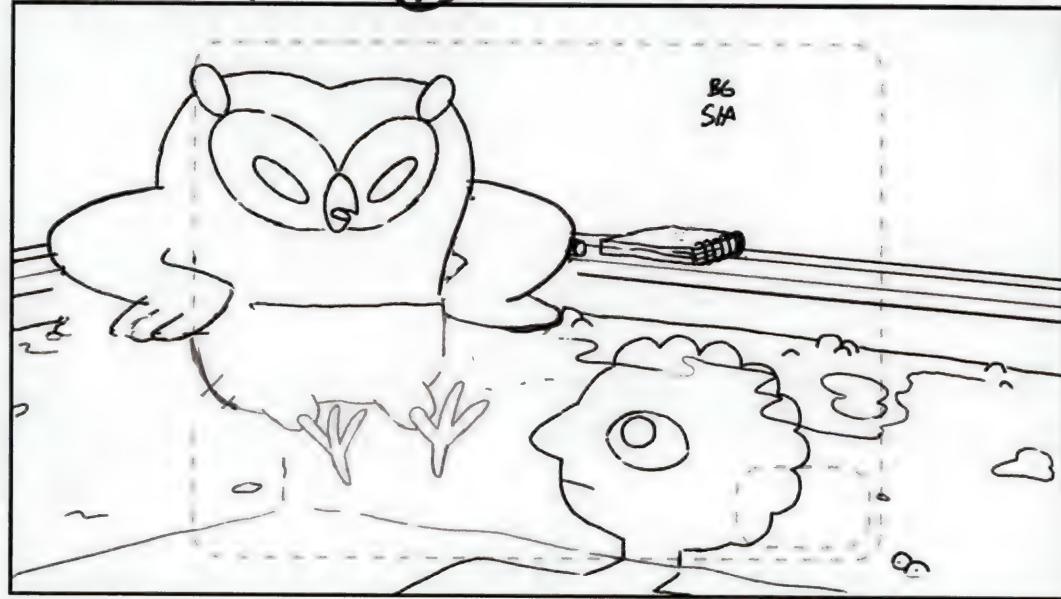
Sc. 71 cont Pnl. B

Bg.



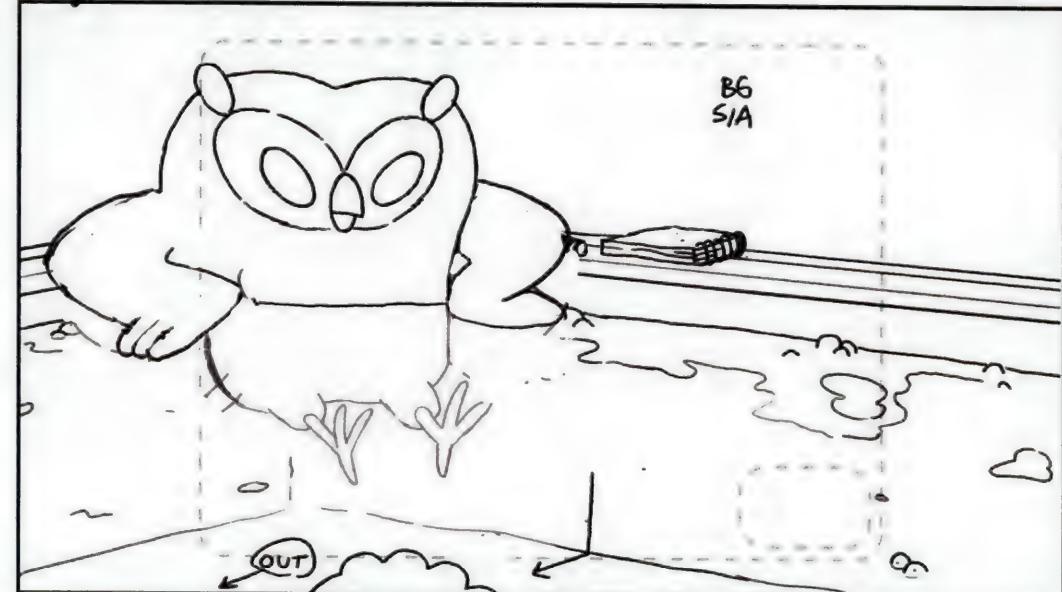
day night

Page 96
day night



Sc. 71 cont Pnl. C

Bg.



Dialog:

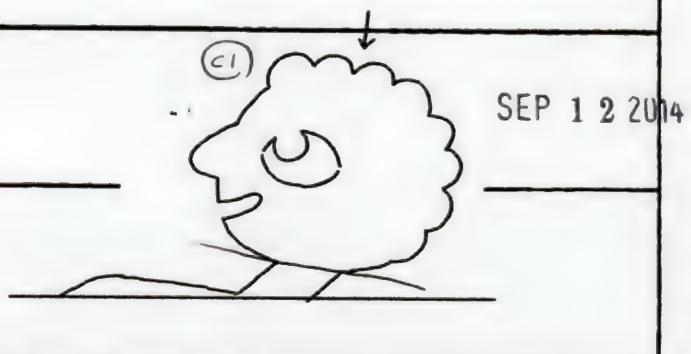
CO: HOO CARES?!
I'M IN LOVE!

Action:

- C.O. PUTS HANDS ON HIPS.

Timing:

P/ OH, WHAT AM I EVEN WORRIED ABOUT?



EPISODE # 1025-196

Production:

1025/196

1025/196

ADVENTURE TIME



HU
COT

Page 91

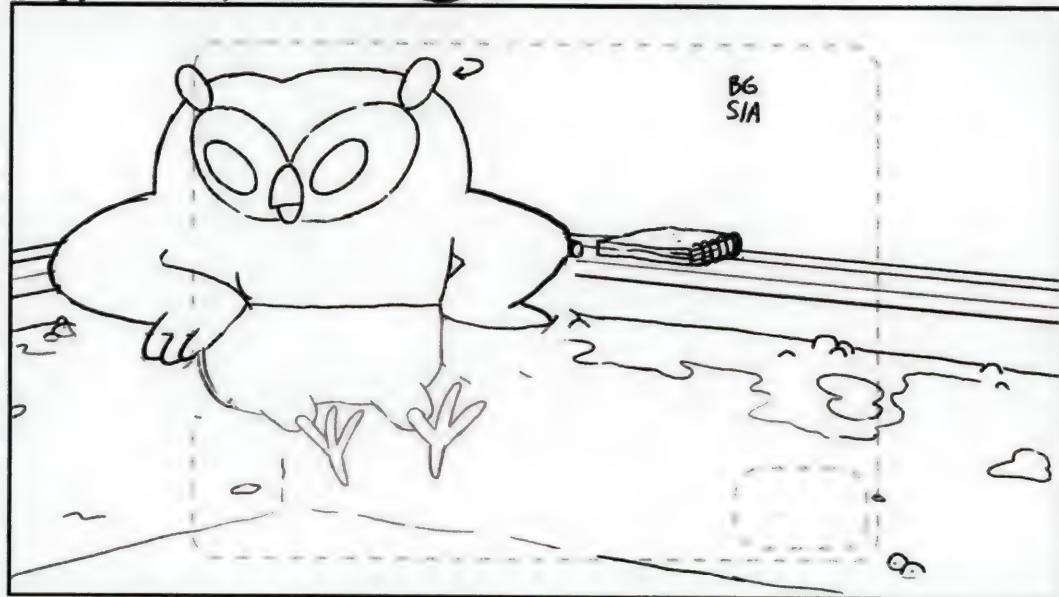
day night

Sc. 71 cont

Pnl. D

Bg.

day night

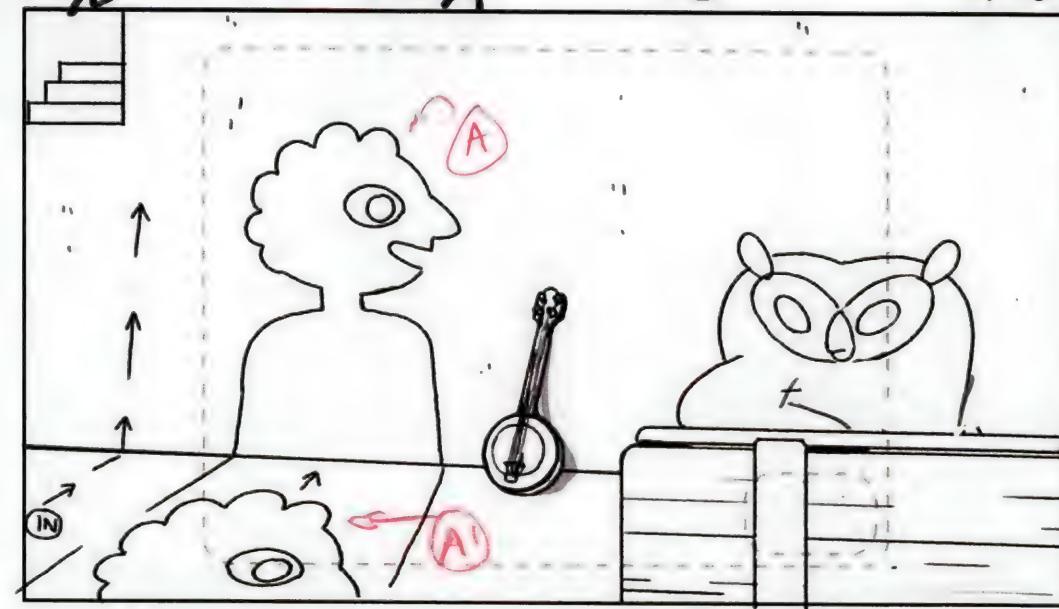


Sc. 72

Pnl. A

Bg.

day night



Dialog:

P: How would you ever even find her again? Do you have any idea how many people are dreaming every night?

Action:

- PRISMO SLIDES ON/S AND UP WALL.
SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

ADVENTURE TIME



Page 99

Sc. 78 cont Pnl. 8

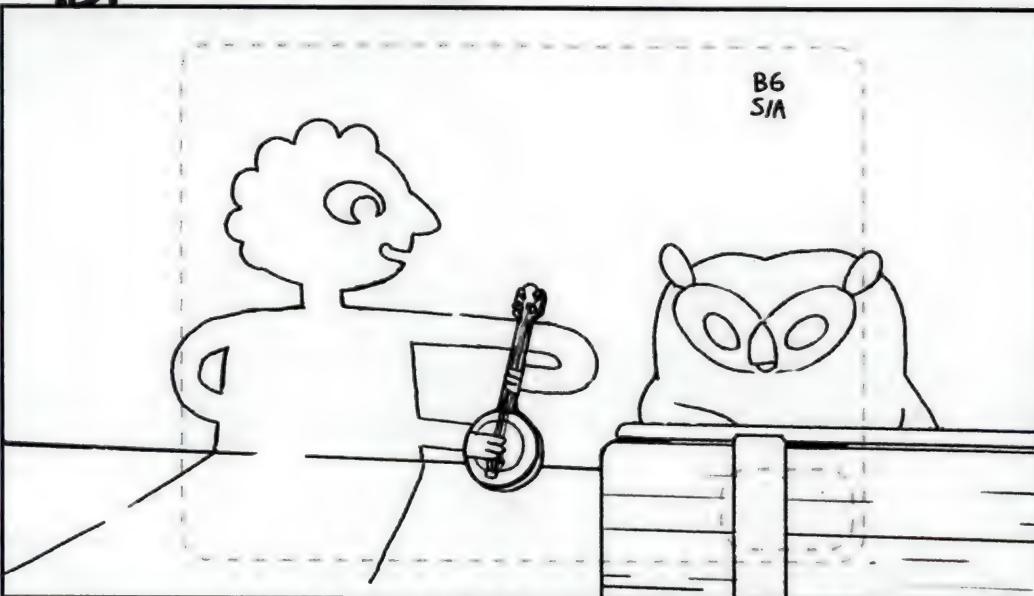
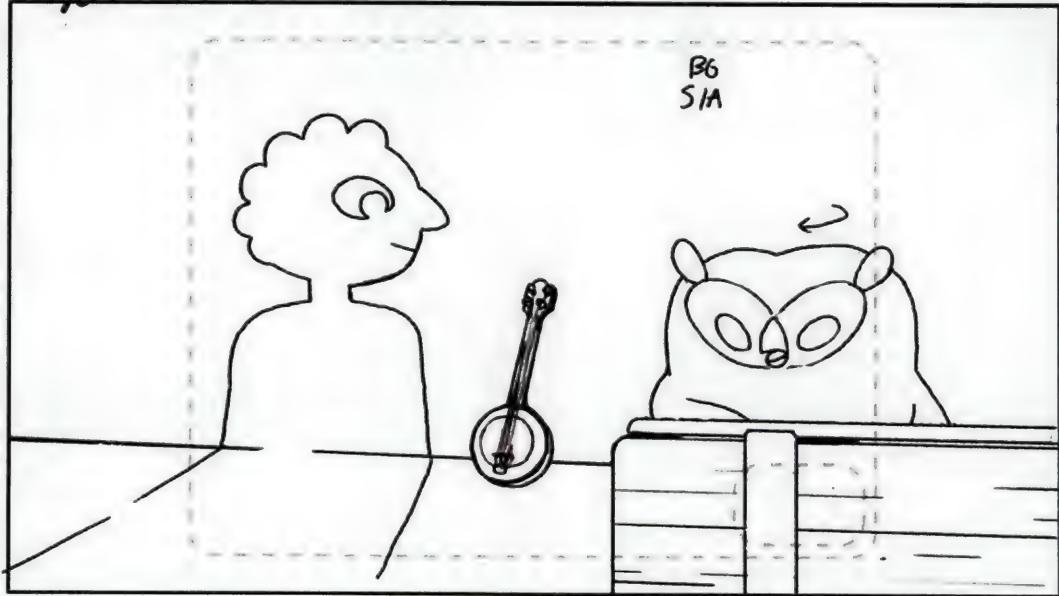
Bg.

day night

Sc. 73 cont Pnl. C

Bg.

day night



Dialog:

CO / YES. I DO.

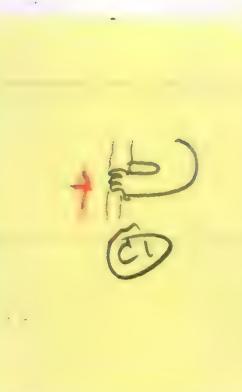
P/ DUDE, IT COULD TAKE YOU A MILLION YEARS.

Action:

P LOOKS AT BANJO

- P STARTS WOODLING ON THE BANJO (HE'S NOT VERY GOOD)

Timing



- P STARTS WOODLING ON THE BANJO (HE'S NOT VERY GOOD)

SEP 12 2014

Production :

1025/196

ADVENTURE TIME



Sc. 72 cont

Pnl. D

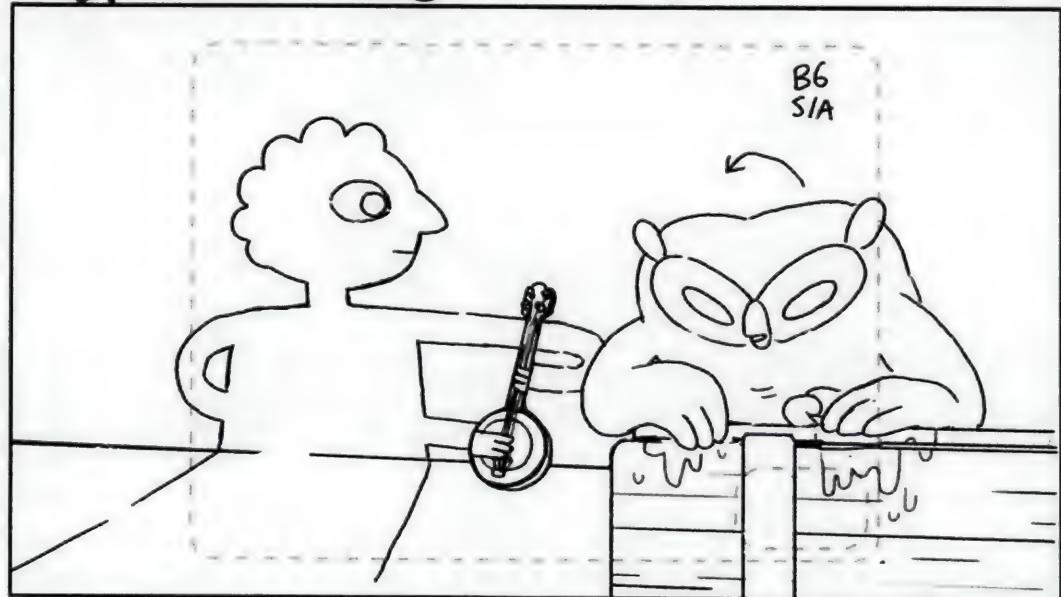
Bg.

day night

Page 99

day night

Hu
Art



Sc. 72 cont

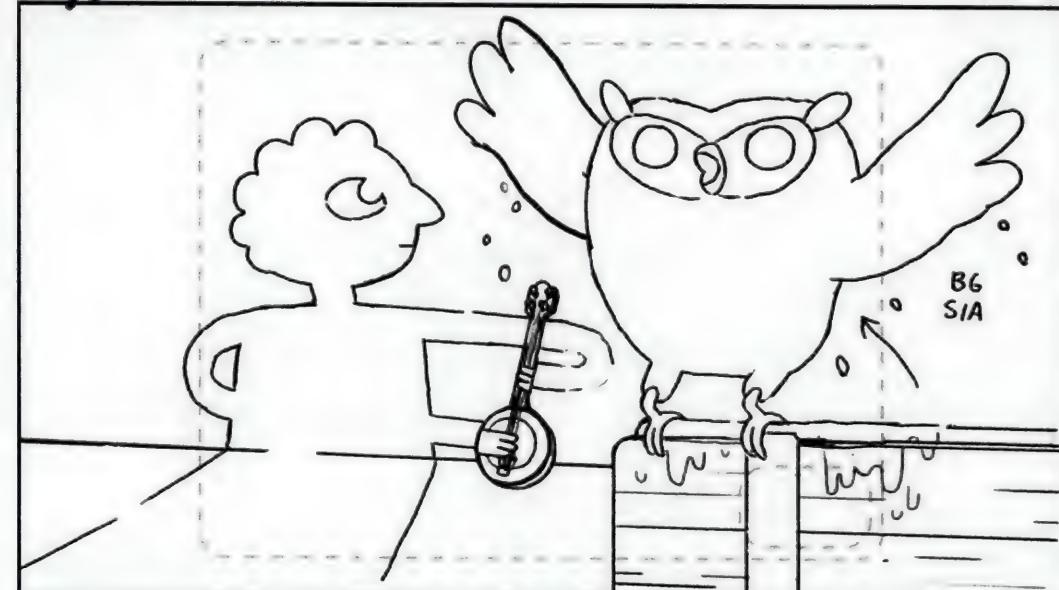
Pnl. E

Bg.

day night

EPISODE # 1025-196

Production :



Dialog:

- CO / THEN IT WOULD BE WORTH IT!

CO: FOR LOVE !!

Action:

- D STOPS NOODLING WHEN CO CLIMBS OUT OF TUB

- CO HOPS UP ON EDGE
ON HOT TUB.

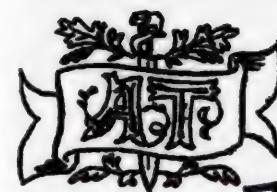
SEP 12 2014

Timing:

1025/196

Ho Cut

ADVENTURE TIME



Page 100

Sc. 73

Pnl. A

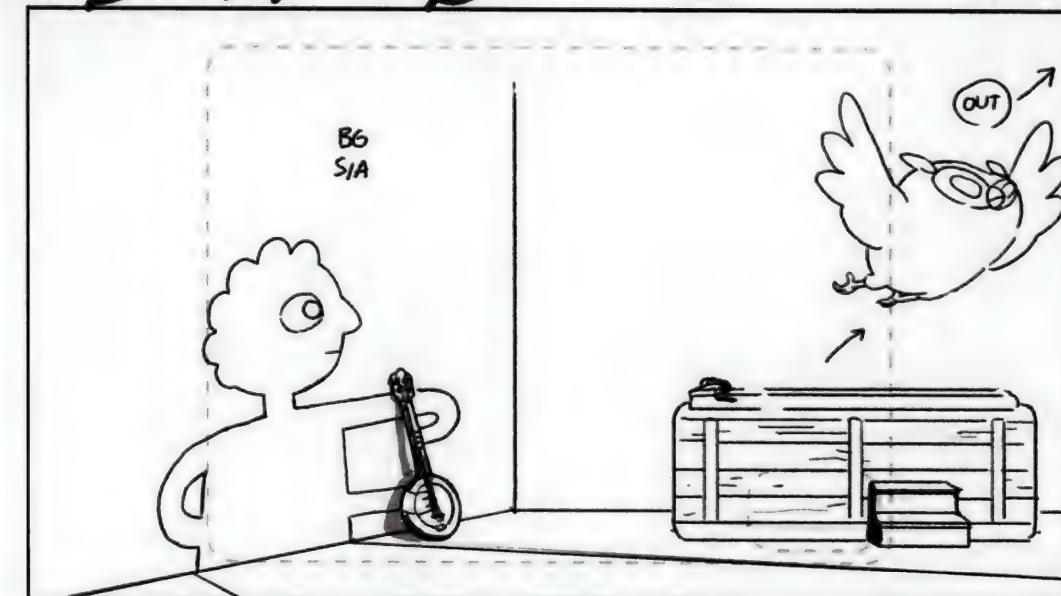
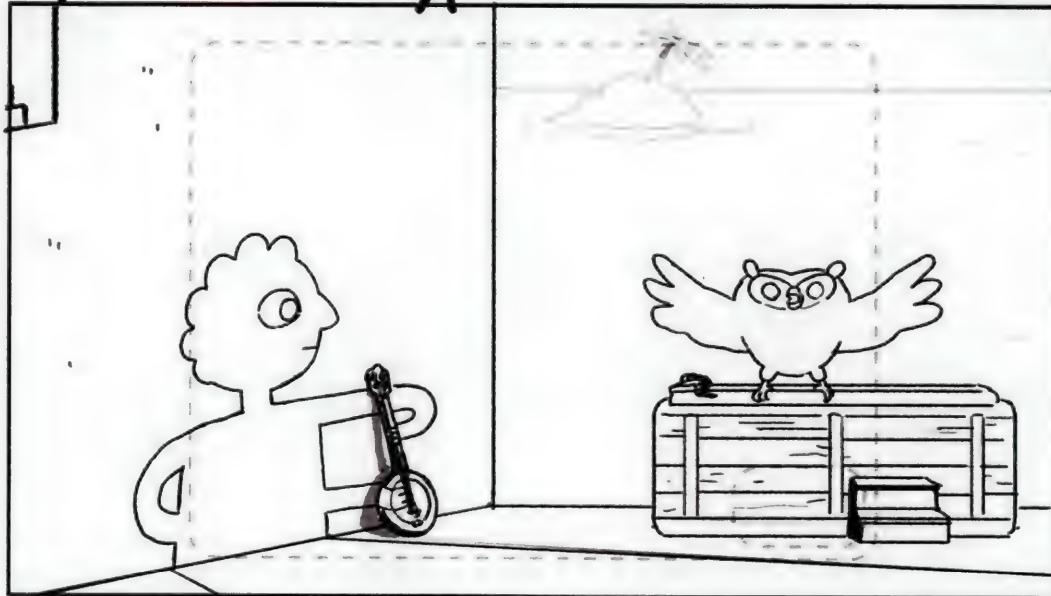
Bg.

day night

Sc. 73 CONT

Pnl. B

day night



Dialog:

Action:

Timing:

- CO FLIES OFF/s

SEP 12 2014

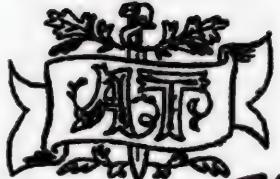
Production:

1025/196

1025/196

1025/196

ADVENTURE TIME



Page 101

day night

Sc. 73 CONT Pnl. C

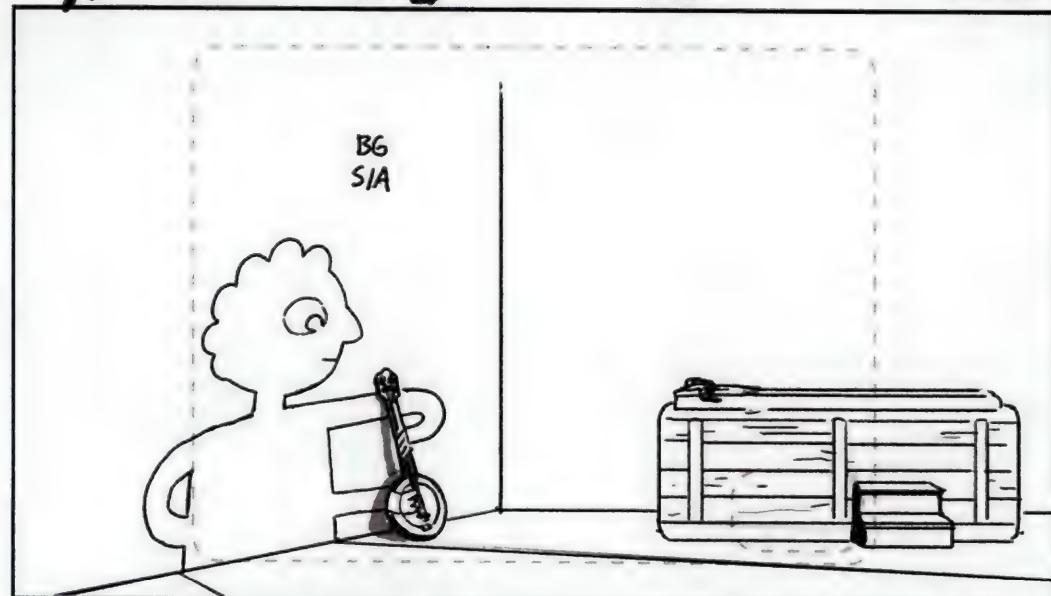
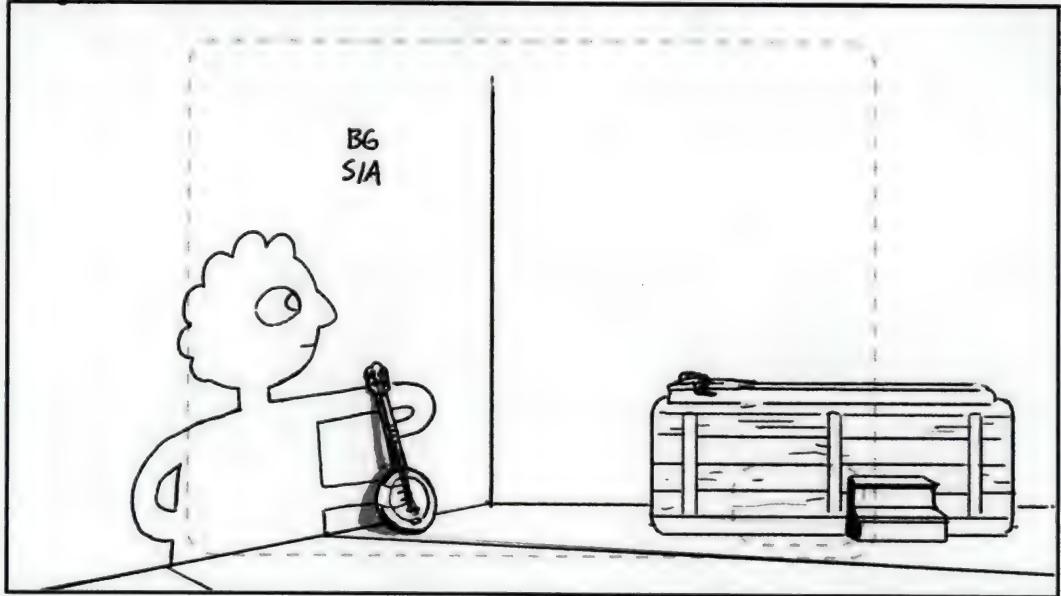
Bg.

day night

Sc. 73 CONT Pnl. D

Bg.

day night



1025/196

Dialog:

Action:

Timing:

SFX: ✕ BANJO PLUCKING

(D1)



P GOES BACK TO PLAYING BANJO

SEP 12 2014

Production:

EPISODE # 1025-196

1025/196

1025/196

ADVENTURE TIME



Page 102

day night

Sc. 73 cont

Pnl. E

Bg.

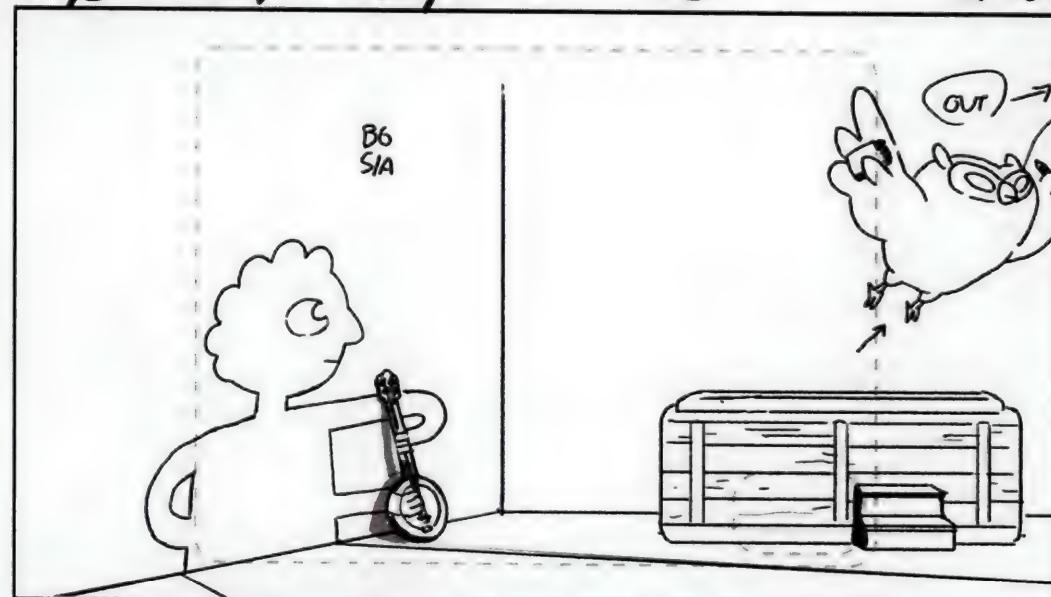
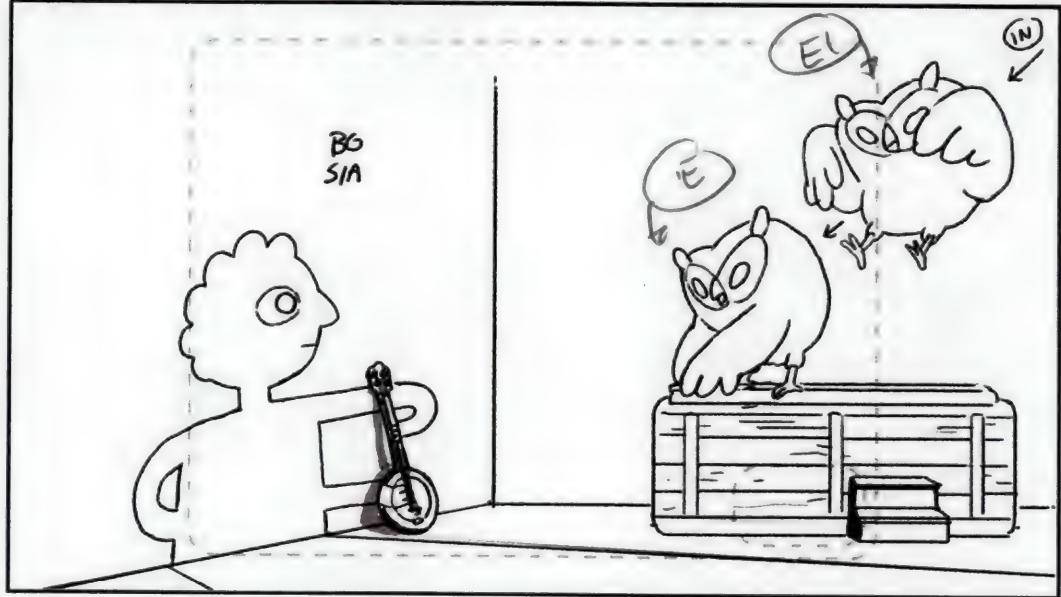
day night

Sc. 73 cont

Pnl. F

Bg.

day night



1025/196

Dialog:

CO / FORGOT MY SKETCHBOOK.

Action:

P ABRUPTLY STOPS

(EL)



CO FLIES OFF/S AGAIN

SEP 12 2014

Timing:

Production :

EPISODE # 1025-196

1025/196

1025/196
MOE/SC

ADVENTURE TIME



Sc. 73 cont

Pnl. G

Bg.

day night

Sc. 73 cont

Pnl. H

Bg.

Page 103
day night

CUT

1025/196

Dialog:

Action:

P RESUMES PLAYING

SEP 12 2014

Timing:

Production:

1025/196

ADVENTURE TIME

Cut
Sc. 74

Pnl. A

Bg.



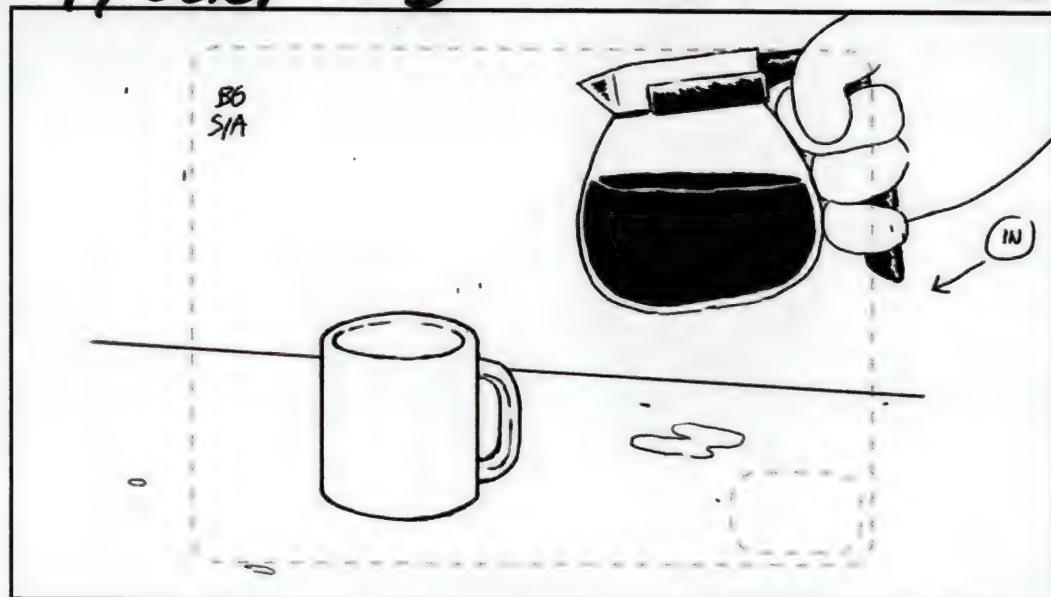
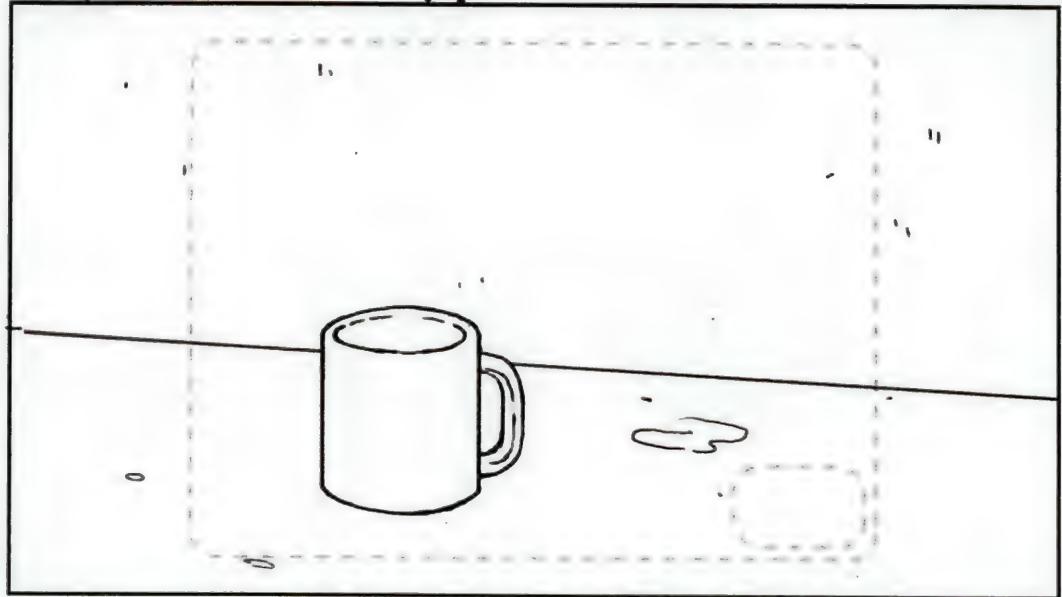
day night

Sc. 74 cont
Pnl. B

Bg.

day night

Page 104



1025-196

EPISODE #

1025/196

Dialog:

Action:

- INT. CO'S APARTMENT

- CO BRINGS COFFEE POT ON/S

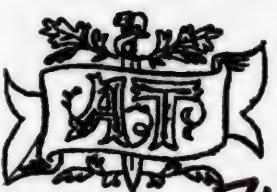
SEP 12 2014

Timing:

Production:

1025/196

ADVENTURE TIME



Page 105
day night

105
1025-196

Sc. 74 cont

Pnl. C

Bg.

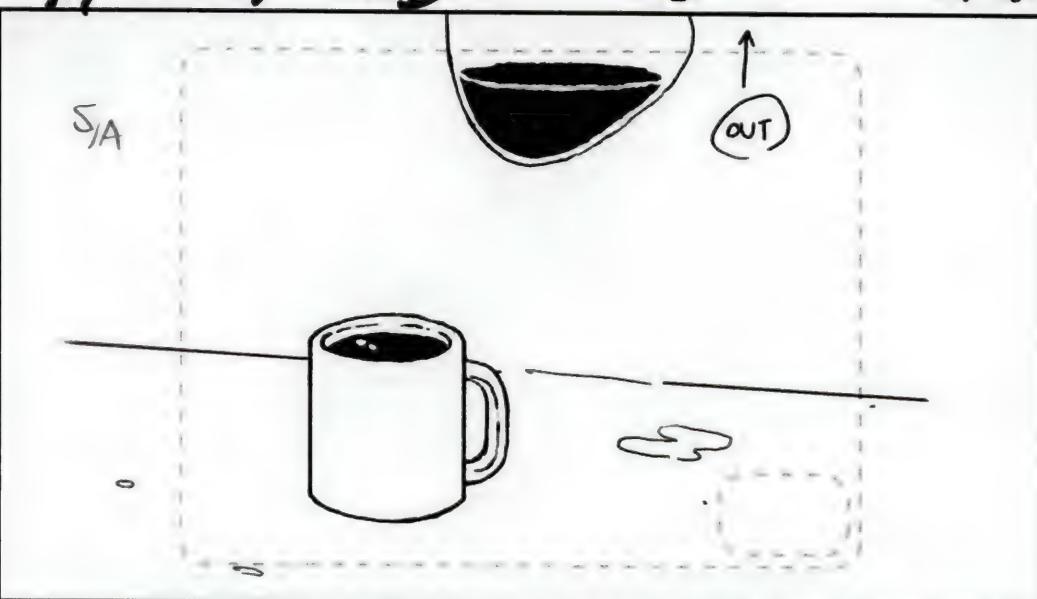
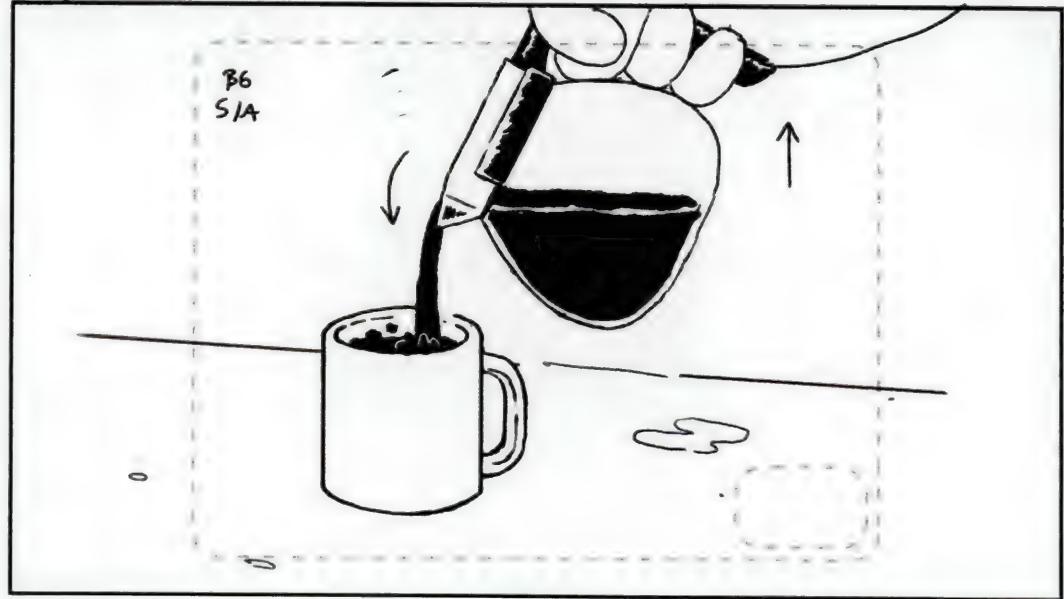
day night

Sc. 74 cont

Pnl. D

Bg.

day night



1025/196

Dialog:

SFX: *FSHH*

Action:

- CO POURS A
CUP OF COFFEE.



- CO PULLS POT OFF/S

SEP 12 2014

Timing:

Production:

1025/196

1025/196

ADVENTURE TIME

W

1025/196

Sc. 75

Pnl. A

Bg.

day night



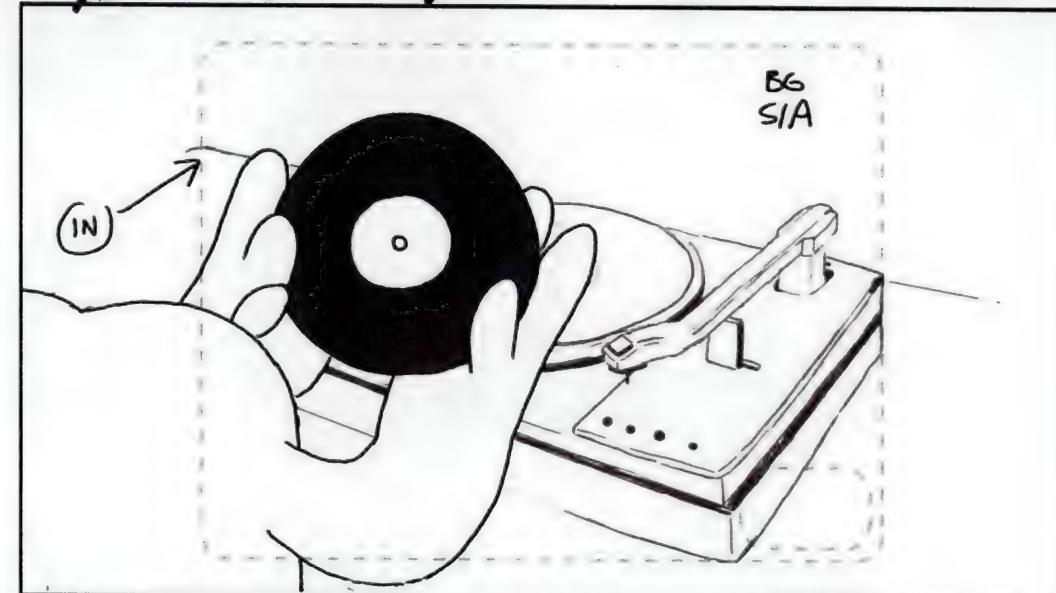
Sc. 75 cont

Pnl. B

Bg.

day night

Page 1026



Dialog:

Action:

- CU of RECORD PLAYER

- CO WALKS ON/S WITH RECORD

SEP 12 2014

Timing:

Production:

1025/196

1025-196

1025/196

ADVENTURE TIME

1025/196

Sc. 75 cont Pnl. Q

Bg.



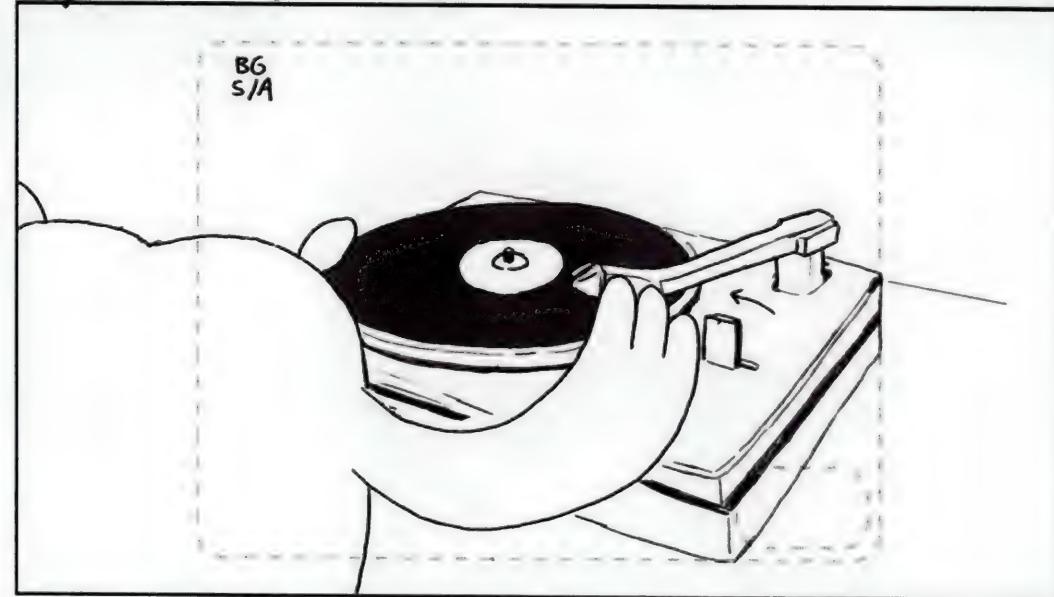
day night

Page 107
day night



Sc. 75 cont Pnl. D

Bg.



1025-196

EPISODE #

1025/196

Dialog:

SEP 12 2014
(D1)

Action:

- CO PLACES RECORD ON TURNTABLE.



Timing:

Production:

1025/196

ADVENTURE TIME

1025/196

Sc. 75 CONT Pnl. E

Bg.



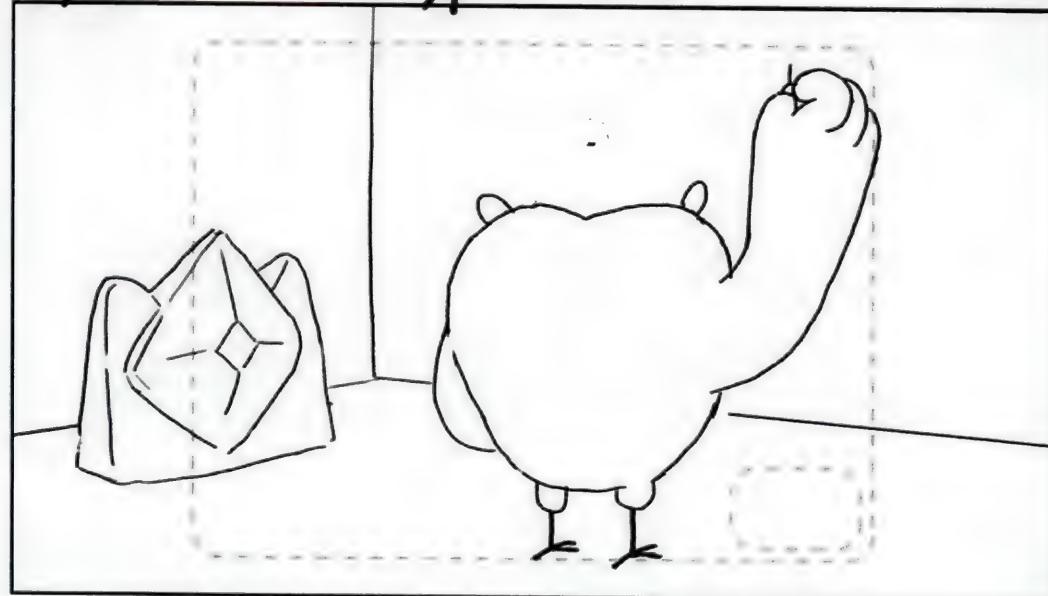
day night

Sc. 76

Pnl. A

Bg.

Page 108
1025/196



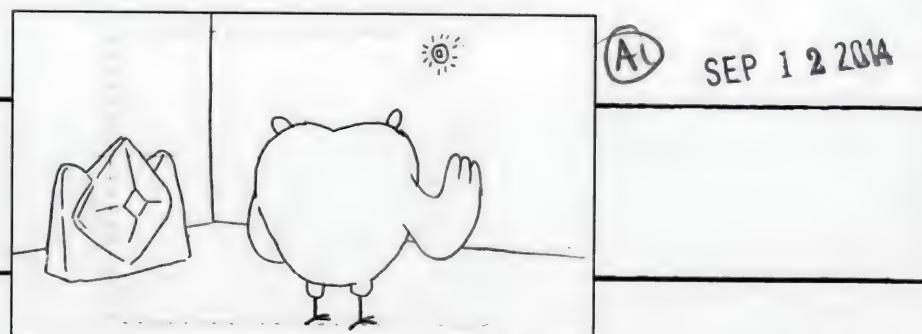
Dialog:

SFX: * MUSIC *

Action:

- RECORD SPINS, MUSIC PLAYS

Timing:



Production :

EPISODE #

1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

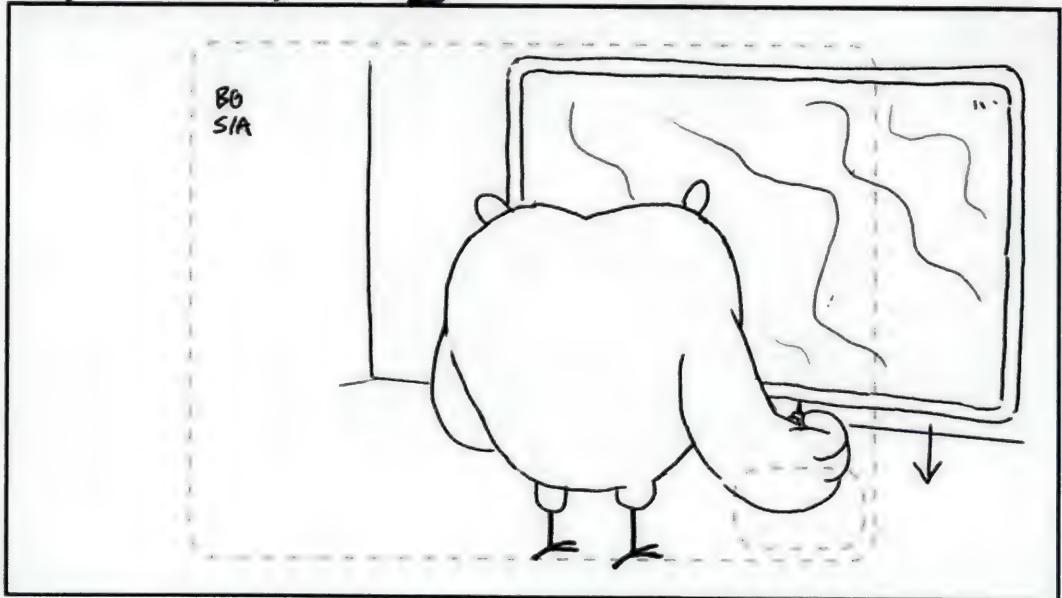
Sc. 76 cont Pnl. B

Bg.



day night

Page 109
day night



Sc. 76 cont Pnl. C

Bg.

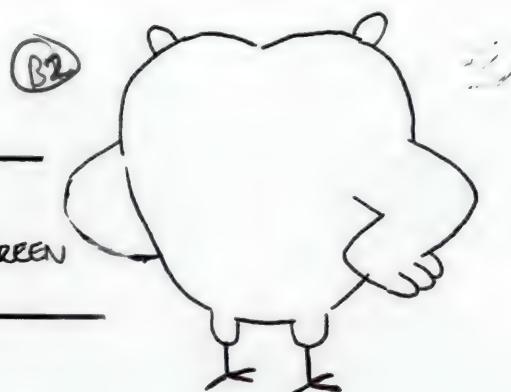


1025-196

EPISODE #

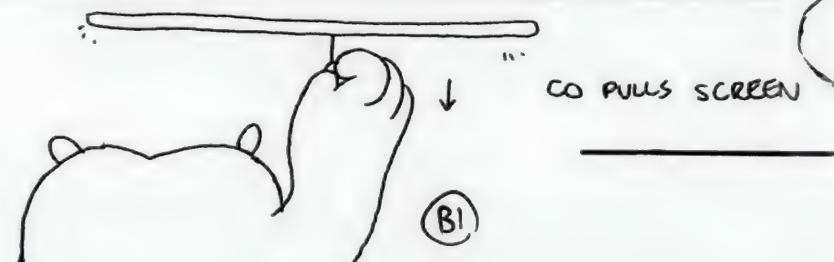
1025/196

Dialog:



CO: [SMALL STRETCHING]
NOISES

Action:



Timing:

Production:

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1025/196

ADVENTURE TIME



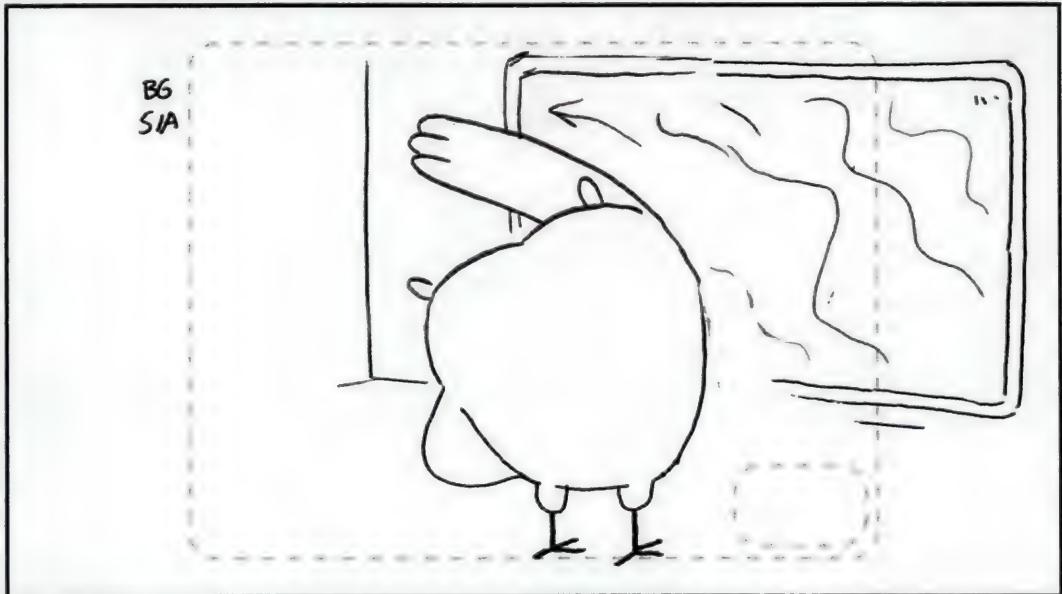
Page 110

Sc. 76 CONT

Pnl. D

Bg.

day night

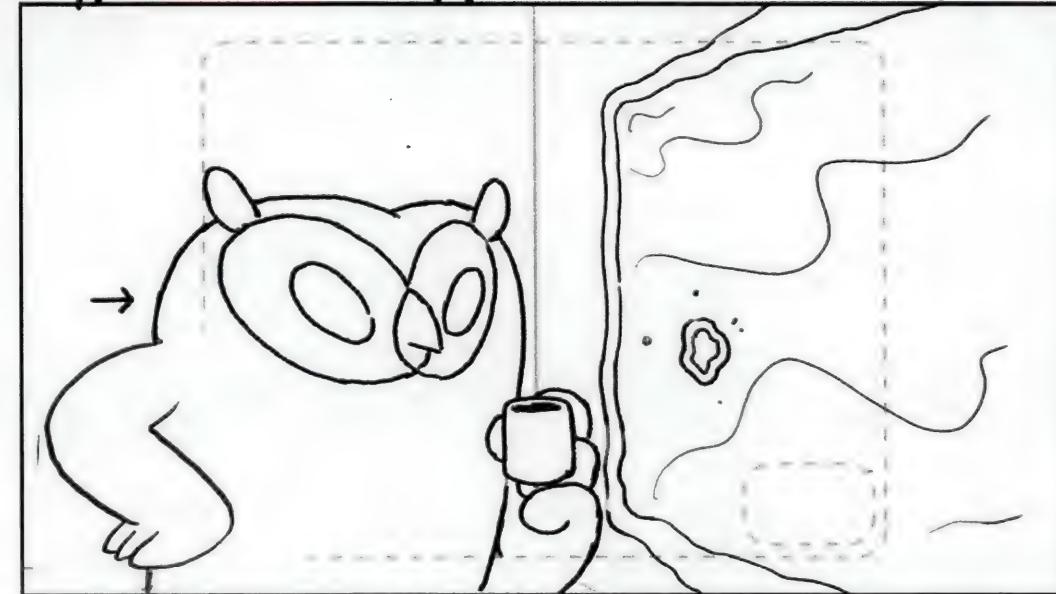


Sc. 77

Pnl. A

Bg.

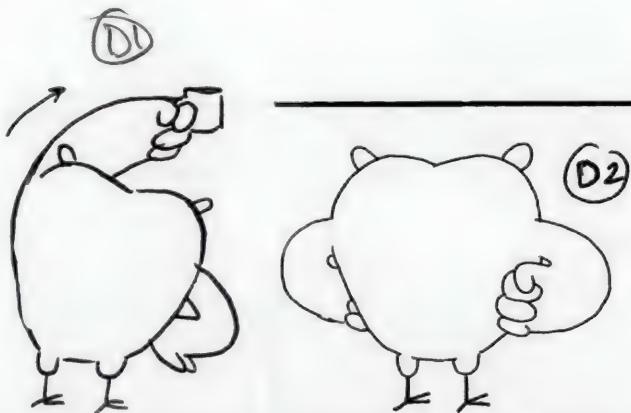
day night



Dialog:

Action:
- C.O.
STRETCHES

Timing:



- CO LEANS IN & LOOKS AT LIGHT

S.P. (A1)

SEP 12 2014

Production :

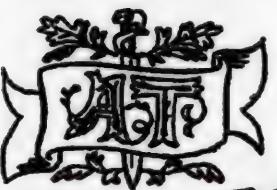
EPISODE #

1025-196

1025/196

1025/196

ADVENTURE TIME



Page 11

Re Cut

1025-196

EPISODE #

1025/196

1025/196

Sc. 77 CONT

Pnl. B

Bg.

day night



Sc. 77 CONT

Pnl. C

Bg.

day night



Dialog:

Action:

- CO TAPS . Dream (slab

Globe
- EXPANDS

SEP 12 2014

Timing:

Production :

1025/196

PHOTO

ADVENTURE TIME



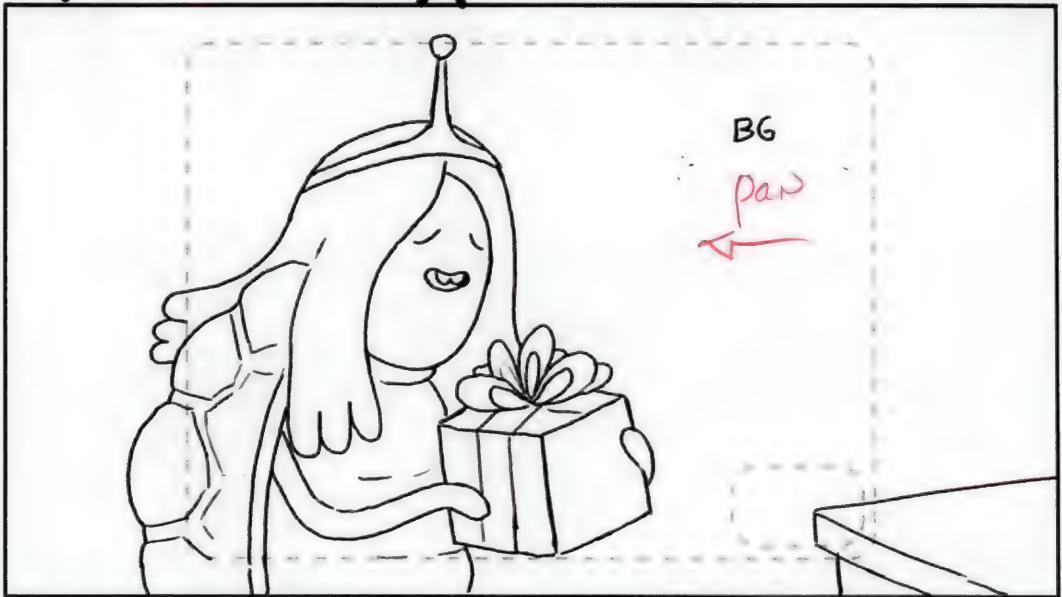
Sc. 78

Pnl. A

Bg.

day night

Page 112
day night



Sc. 78 cont

Pnl. B

Bg.

day night



1025/196

Dialog:

SFX / DING DONG (WEDDING BELLS)

Action:

- TP WALKING TO TABLE WITH WRAPPED BOX

Timing:

SEP 12 2014

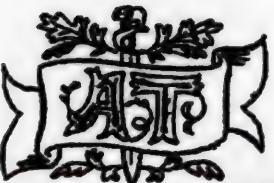
Production :

1025-196

EPISODE #

1025/196

ADVENTURE TIME



Page **113**

Sc. 78 CONT

Pnl. C

Bg.

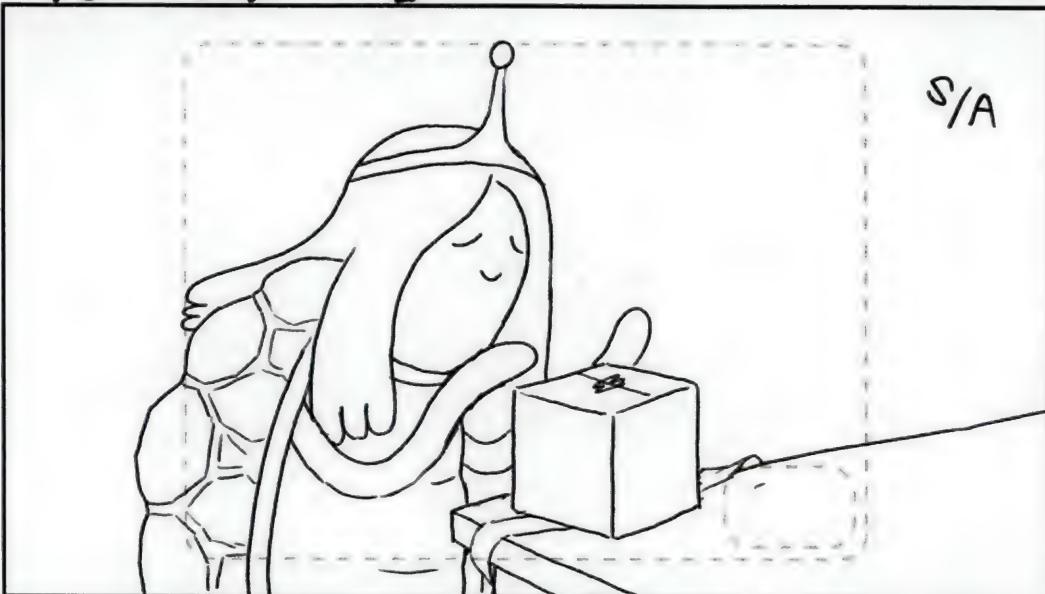
day night

Sc. 78 CONT

Pnl. D

Bg.

day night



EPISODE #

1025-196

1025/196

Dialog:

Action:

— TP PLACES BOX ON TABLE

- TP OPENS PRESENT

Timing:



SEP 12 2014

Production:

1025/196

ADVENTURE TIME



Page 144

Sc. 78 cont Pnl. E

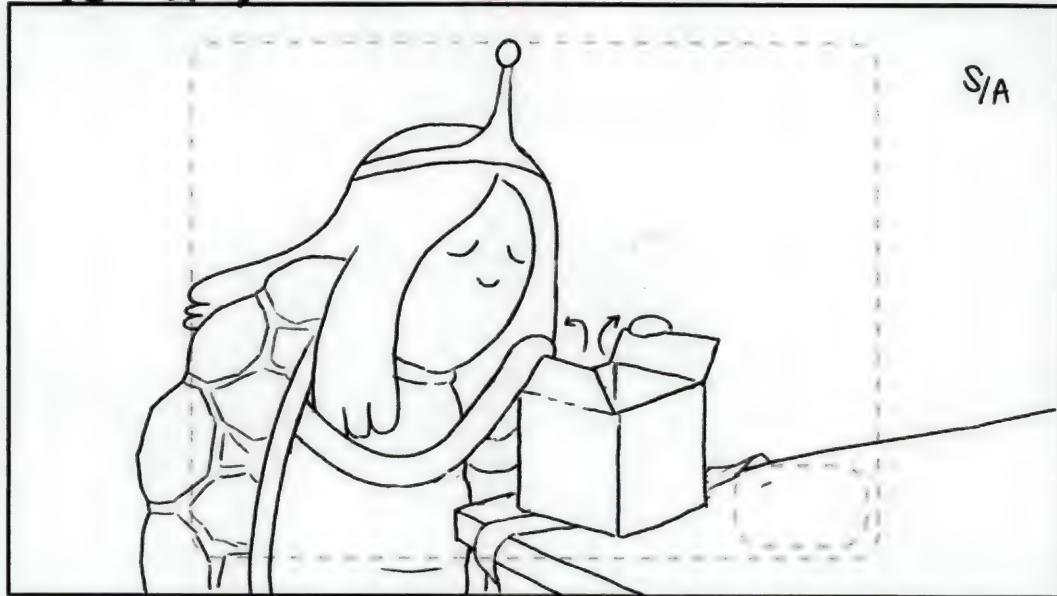
Bg.

day night

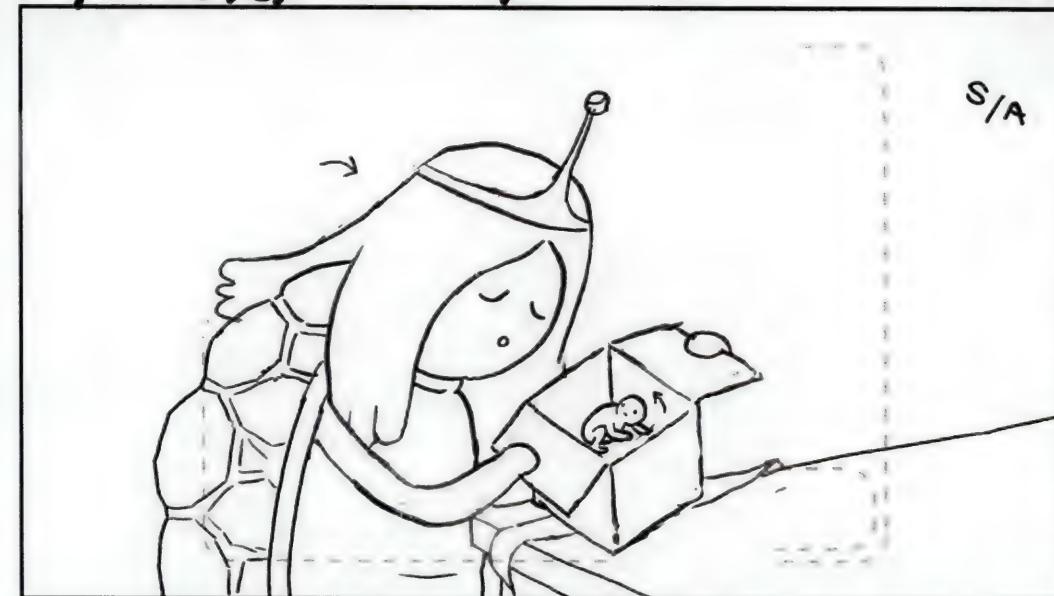
Sc. 78 cont Pnl. F

Bg.

day night



S/A



S/A

1025/196

1025-196

EPISODE #

1025/196

Dialog:

(E1)

(E2)

Action:



Timing:

- TP LEANS FORWARD AND TILTS BOX.
- THERE'S A LITTLE GUY INSIDE

SEP 12 2014

Production:

1025/196

ADVENTURE TIME



Sc. 78 cont

Pnl. G

Bg.

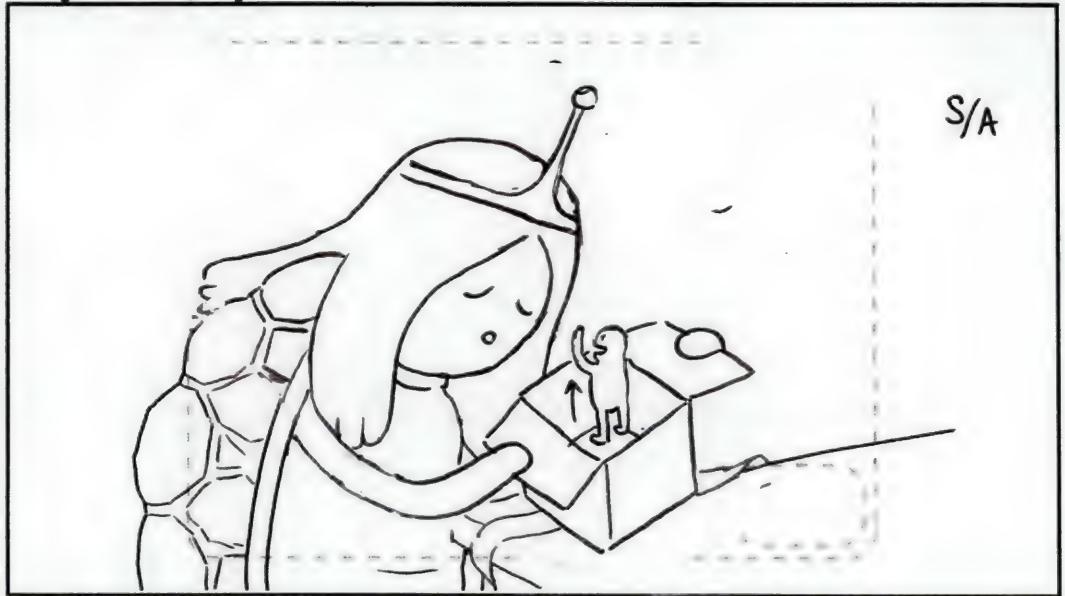
day night

Page

115

day night

He
Cint



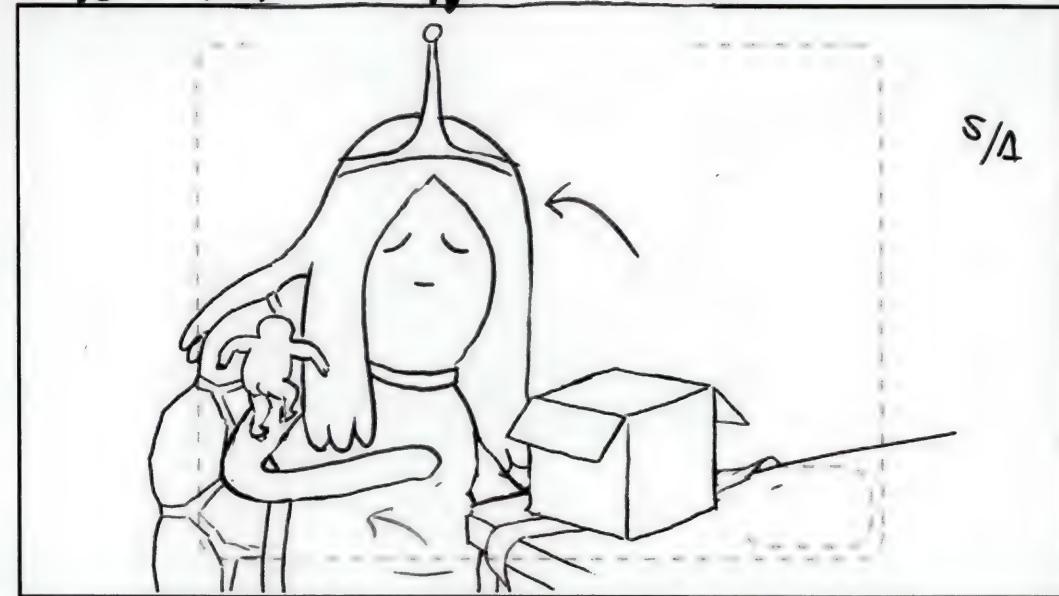
S/A

Sc. 78 cont

Pnl. H

Bg.

S/A



1025/196

EPISODE #

1025-196

1025/196

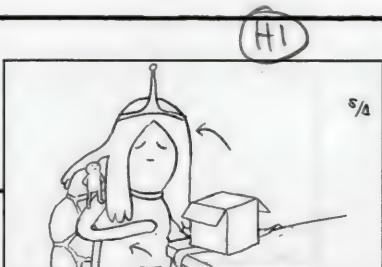
Dialog:



SFX / WILD APPLAUSE

- LITTLE GUY CRAWLS OUT of BOX
AND UP TP'S ARM.

Timing:



SEP 12 2014

Production:

1025/196

ADVENTURE TIME

1025/196

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HW Cut

Sc. 79

Pnl. A

Bg.

day night



Sc. 80

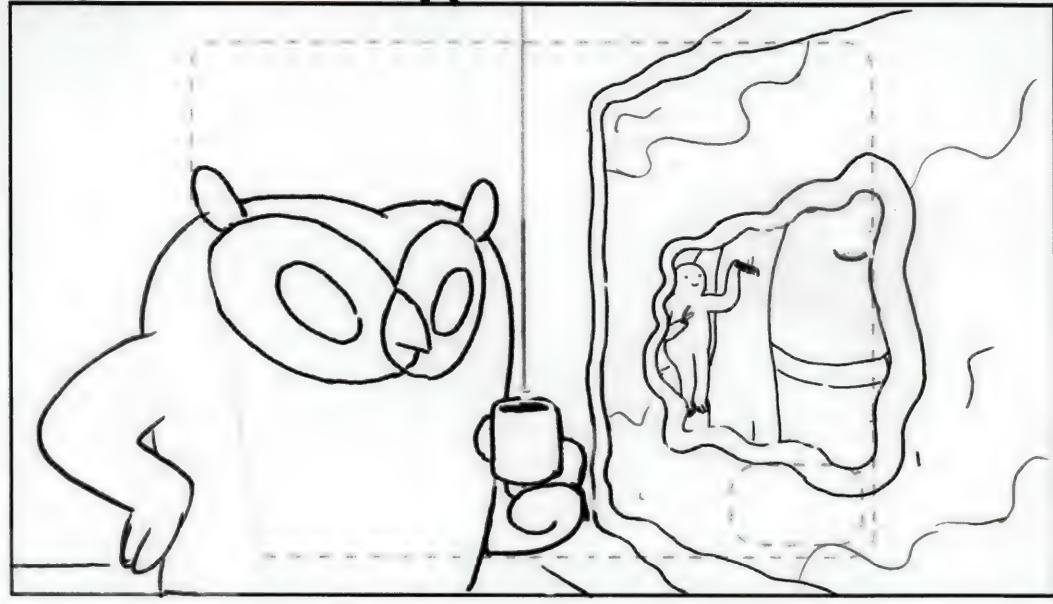
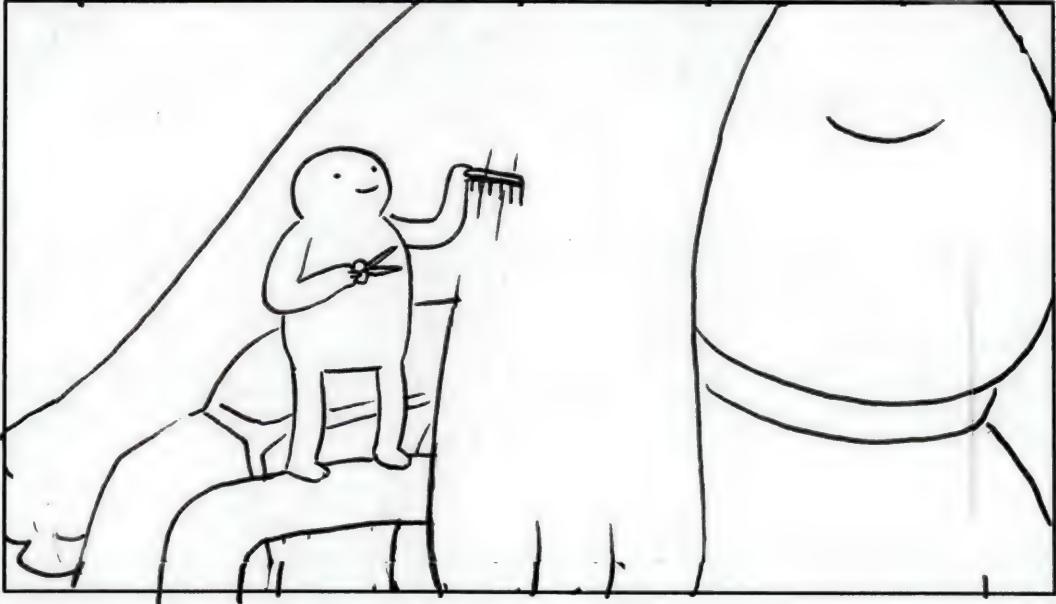
Pnl. A

Bg.

day night

Page

116



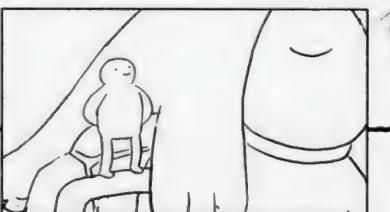
Dialog:



Action:

— HE COMBS HER HAIR (A B C D A B C D)

Timing:



SEP 12 2014

EPISODE #

Production:

1025-196

1025/196

1025/196

ADVENTURE TIME

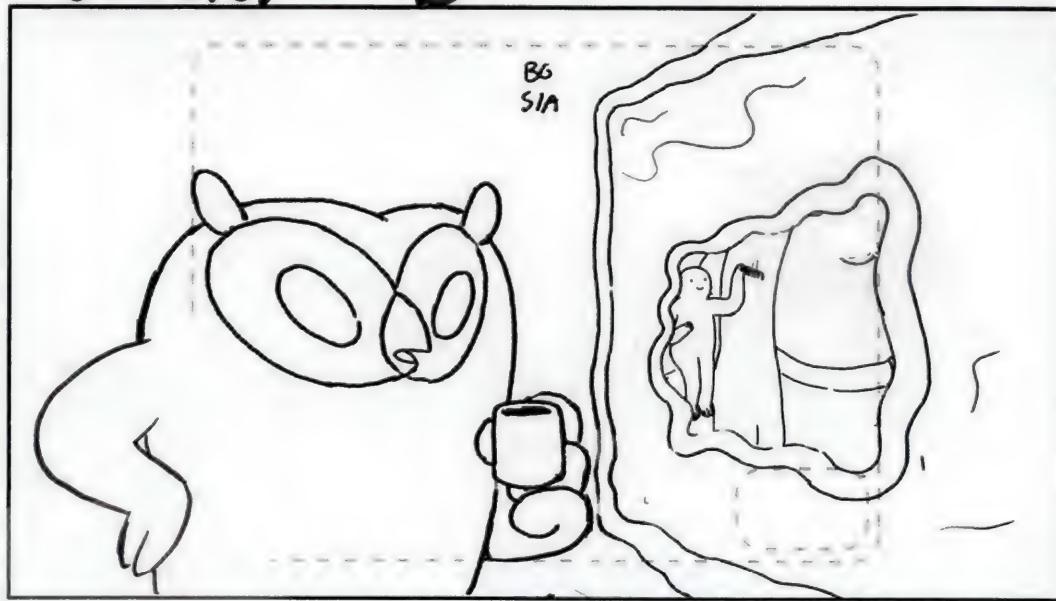


1025/196

Sc. 80 cont Pnl. B

Bg.

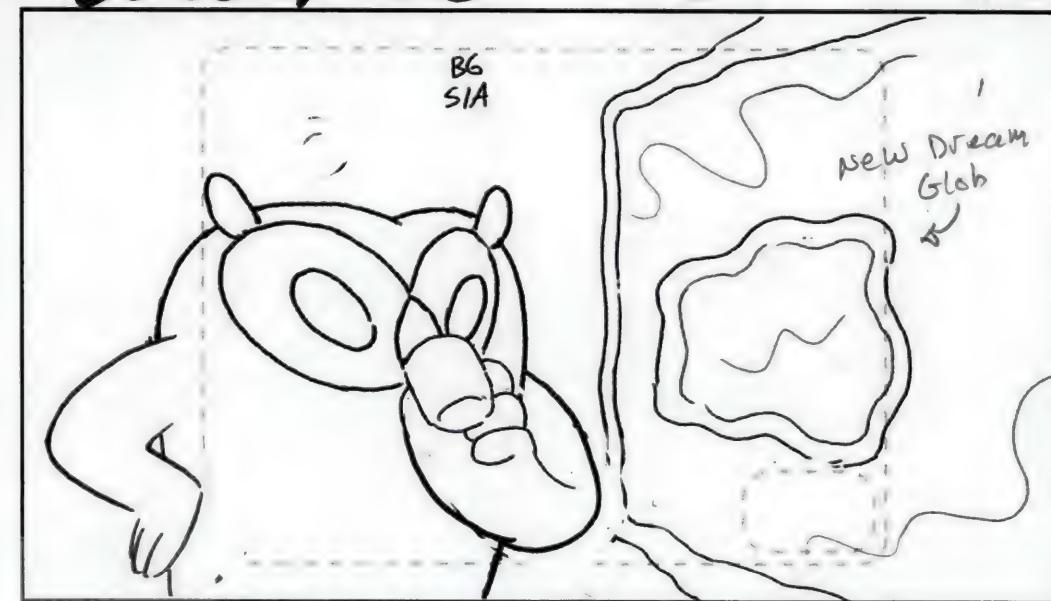
day night



Sc. 80 cont Pnl. C

Bg.

day night



Page 117

1 Cut

1025-196

EPISODE #

1025/196

Dialog:

CO / GONNA BE A LONG NIGHT.

Action:

- CO SWIPES TO NEXT DREAM
THEN SIPS COFFEE



SEP 12 2014

Timing:

Production:

1025/196

Cut

ADVENTURE TIME

Sc. 81

Pnl.

A

Bg.



day night

Sc. 81/cont

Pnl.

B

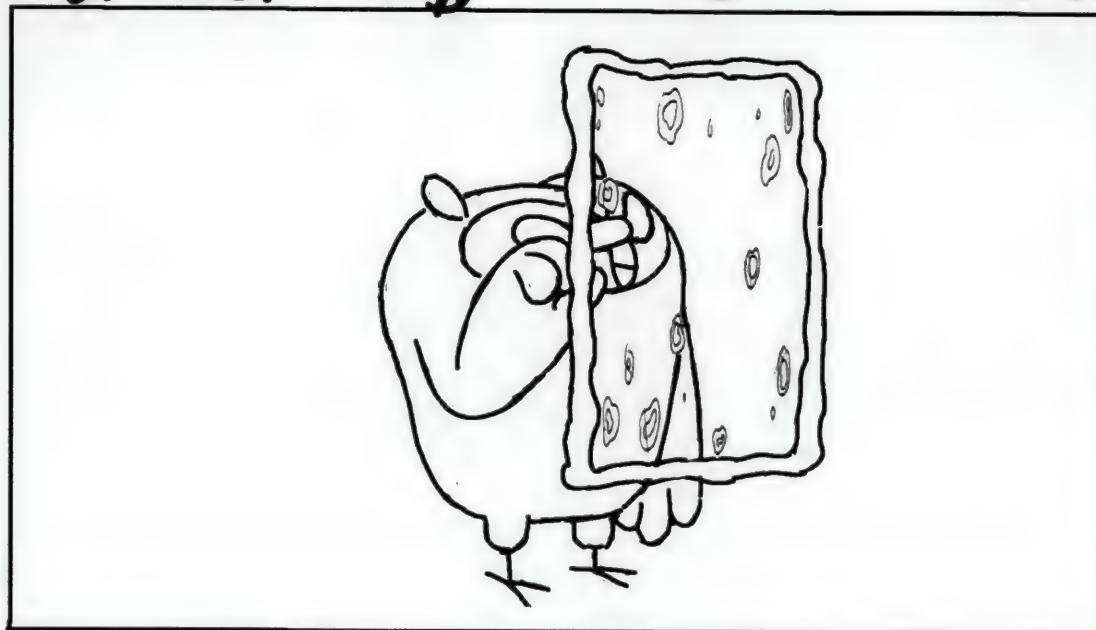
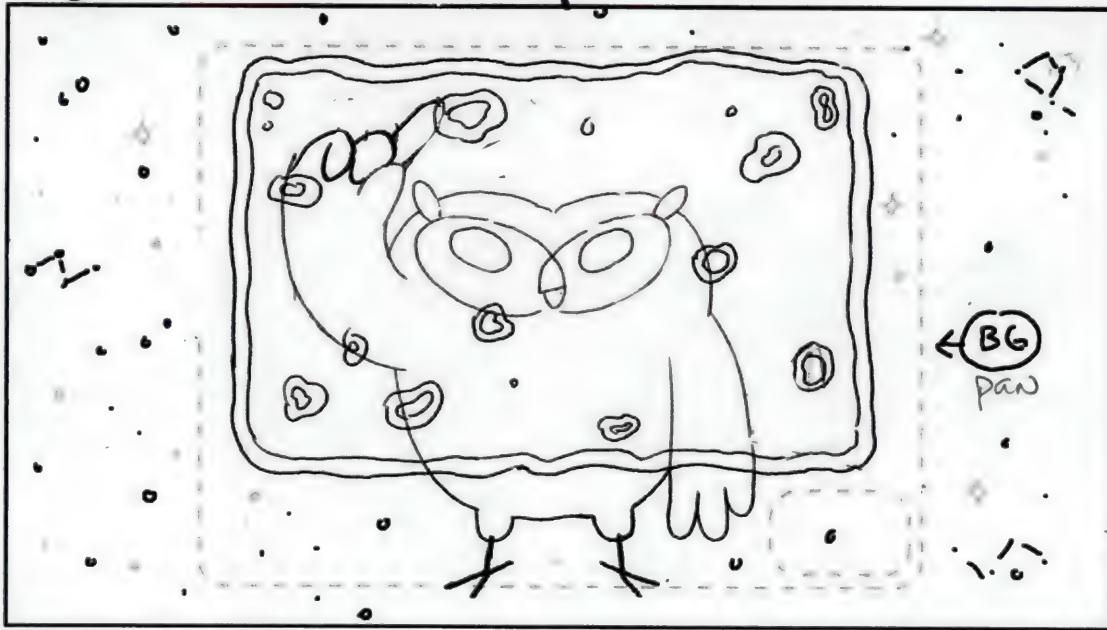
Bg.

Page

118

day night

NEXT



1025/196

EPISODE #

1025-196

Production :

1025/196

Dialog:

□ □ MONTAGE MUSIC □ □

Action:

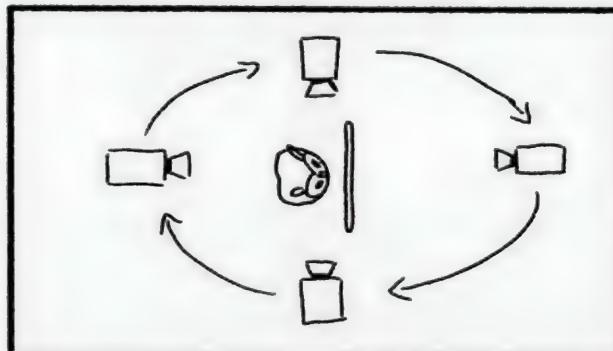


CO TAPS TO EXPAND DOT (SHOWING DREAMS)
THEN SWIPE AWAY

Timing:

HAND GESTURES HAPPEN
WHILE COSMIC OWL + SCREEN
ROTATE CONTINUOUSLY.

CAMERA CIRCLES AROUND CO



SEP 12 2014

ADVENTURE TIME

Sc. 8/cont

Pnl. C

Bg.



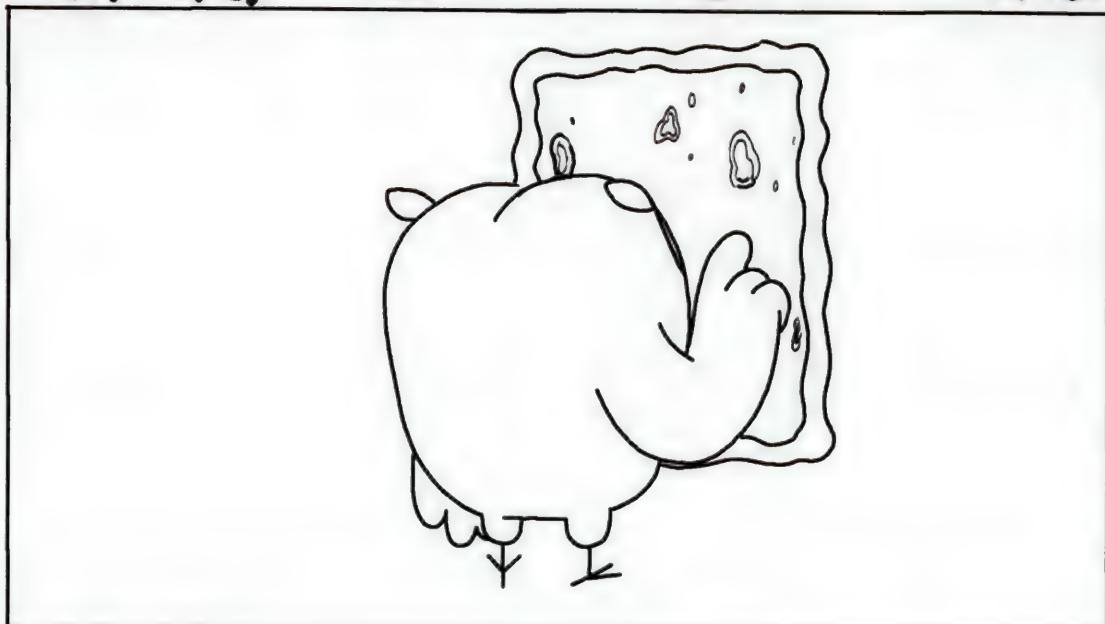
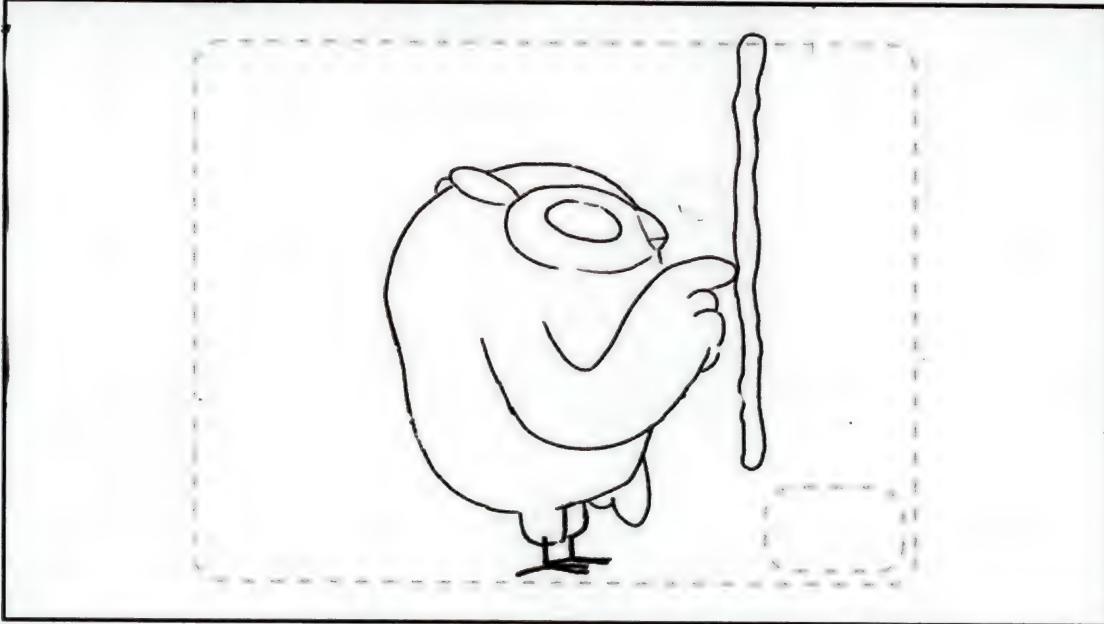
day night

Sc. 8/cont

Pnl. D

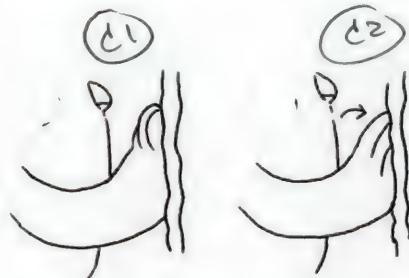
Bg.

Page 118A
118B
day night



1025/196

Dialog:



Action:

SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME

Sc. 81/cont

Pnl. E

Bg.



day night

Page 118B

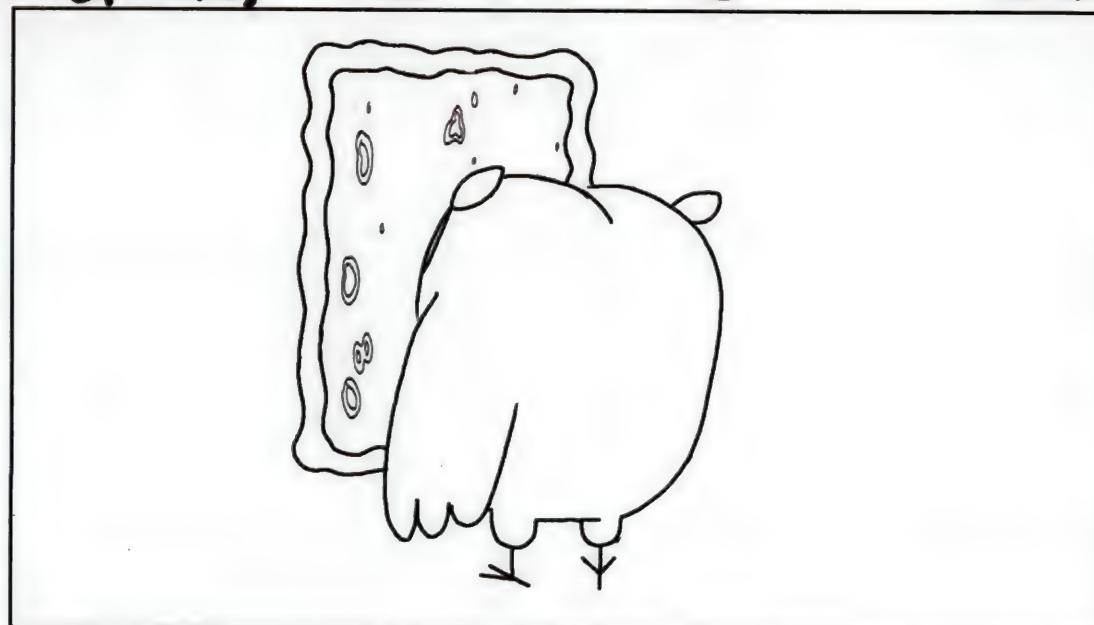
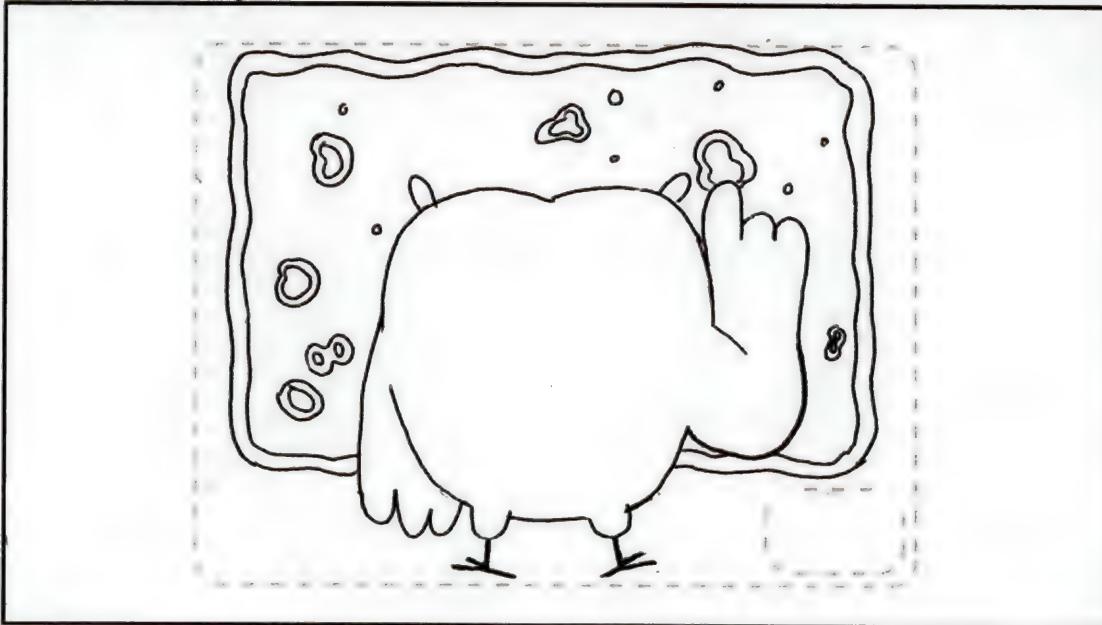
day night

Sc. 81/cont

Pnl. F

Bg.

day night



1025/196

Dialog:



Action:

TAP & SWIPE

SEP 12 2014

Timing:

Production :

EPISODE #

1025-196 96

1025/196

ADVENTURE TIME

Sc. 81 cont

Pnl. G

Bg.

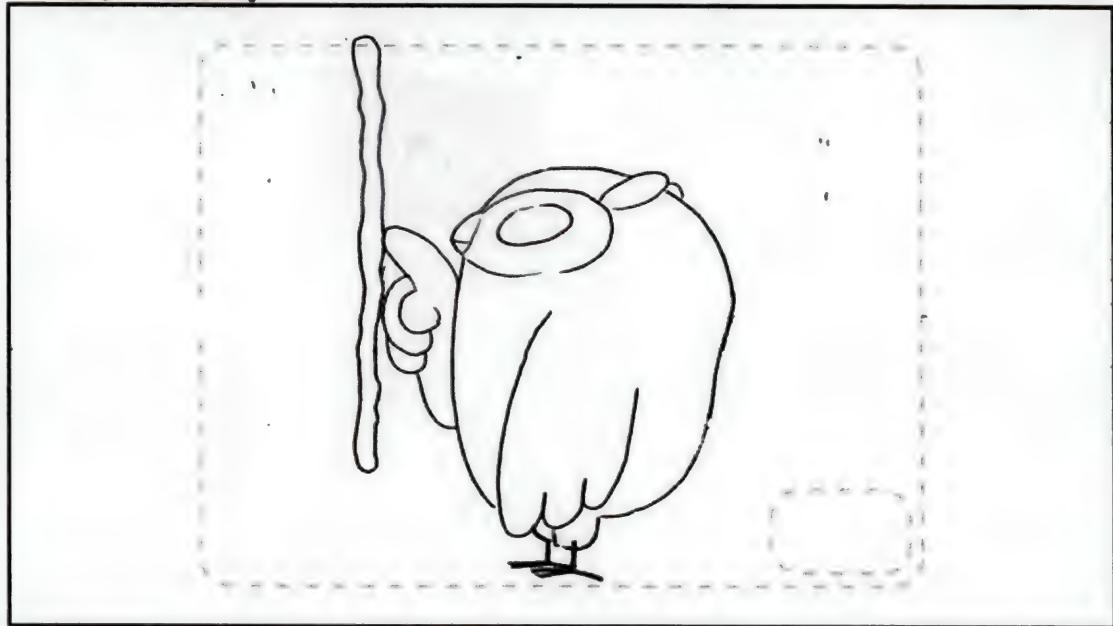


day night

Page 119

day night

~~CUT~~

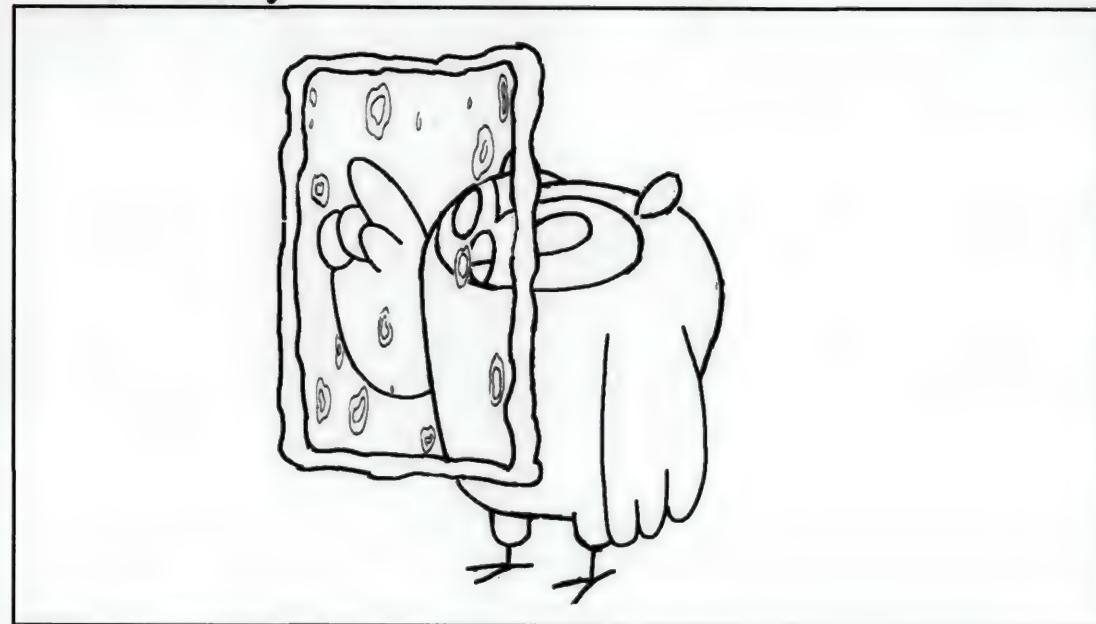


Sc. 81 cont

Pnl. H

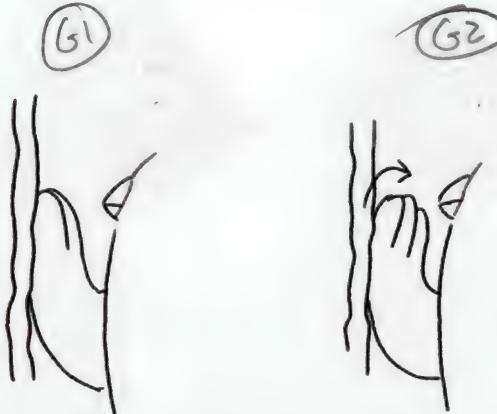
Bg.

day night



1025/196

Dialog:



Action:

SEP 12 2014

Timing:

Production :

1025/196

out

ADVENTURE TIME

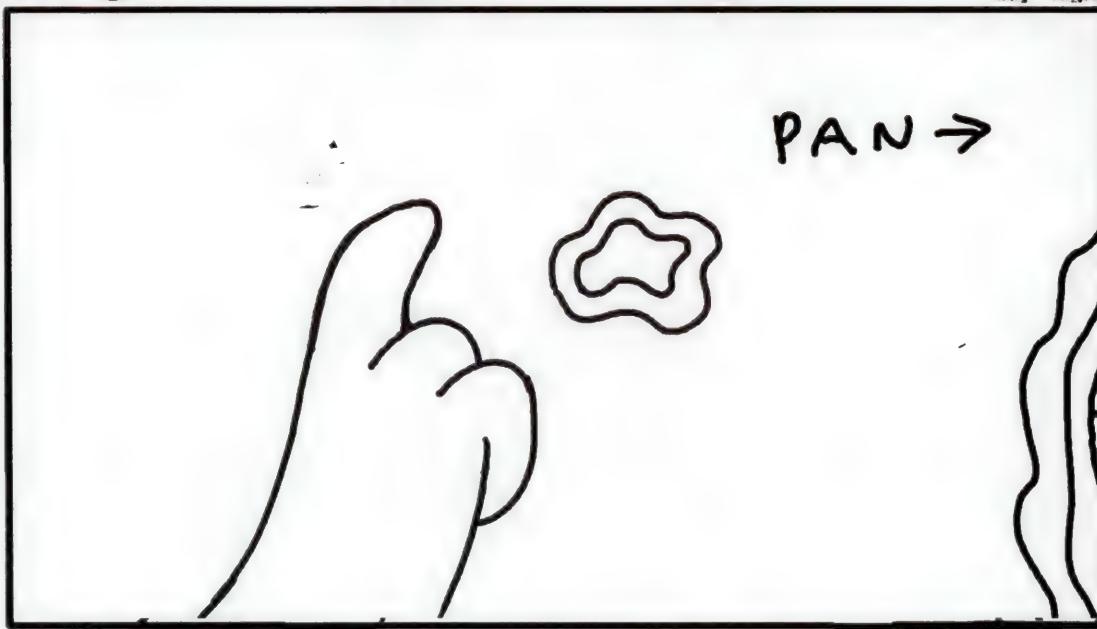


Sc. 82

Pnl. A

Bg.

day night

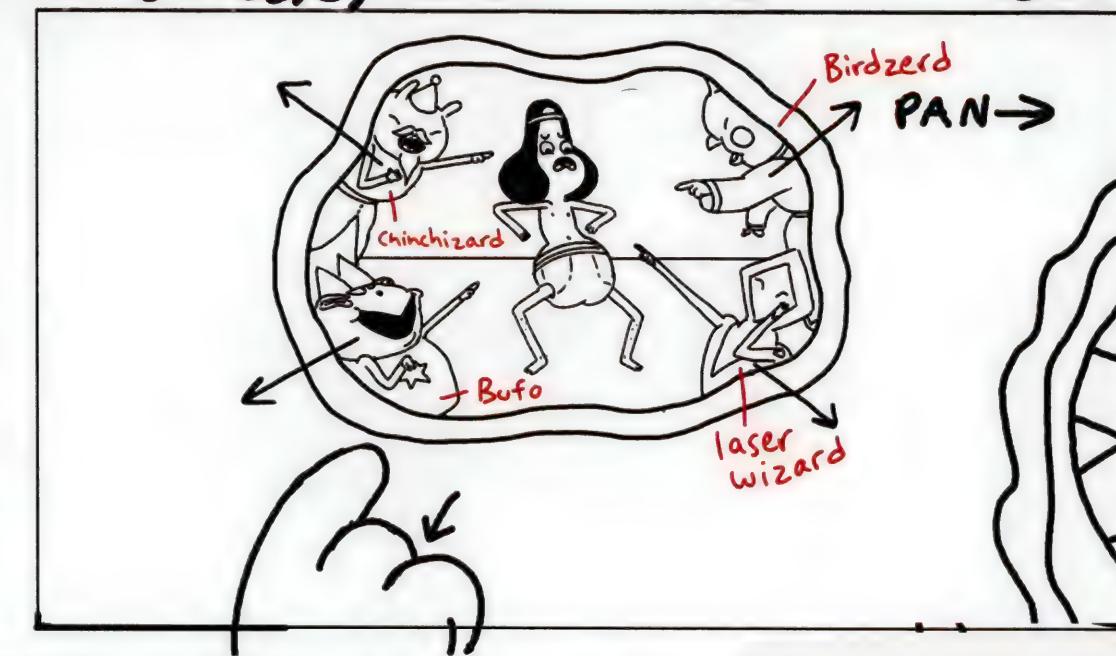


Sc. 82 cont Pnl. B

Bg.

Page 120

60A NEXT



Dialog:



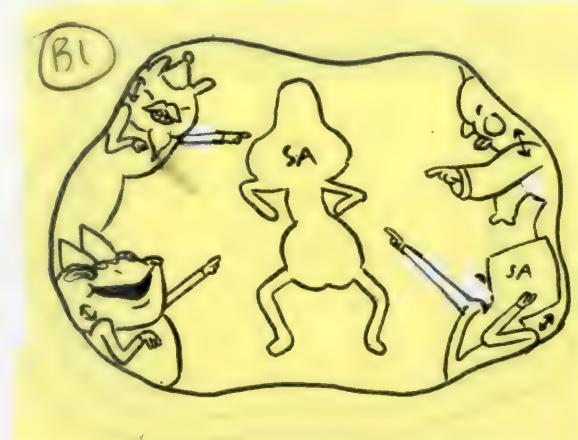
Action:

- TAP TAP

Timing:

- IMAGE ENLARGES
- ABRACADANIEL IS IN HIS UNDERWEAR WITH A CROWD OF WIZARDS LAUGHING AT HIM

camera Panning rt. Faster than
panels drifting RT. (SEE REF. pg. 120 G)



SEP-12-2014

1025/196

ADVENTURE TIME



Sc. 82 cont Pnl. C

Bg.

sc. 82^{CONT}_{PNL} D

Page 120A
120B NEXT

PAN →

S/A

PAN →

Dialog:

Action:

- C.O. GRABS SIDWAYS IMAGE OF PEP BUTTS.

Timing

SEP 12 2014

Production :

1025/196

ADVENTURE TIME



dav night

Sc.

Sc. 82 cont Pnl. E

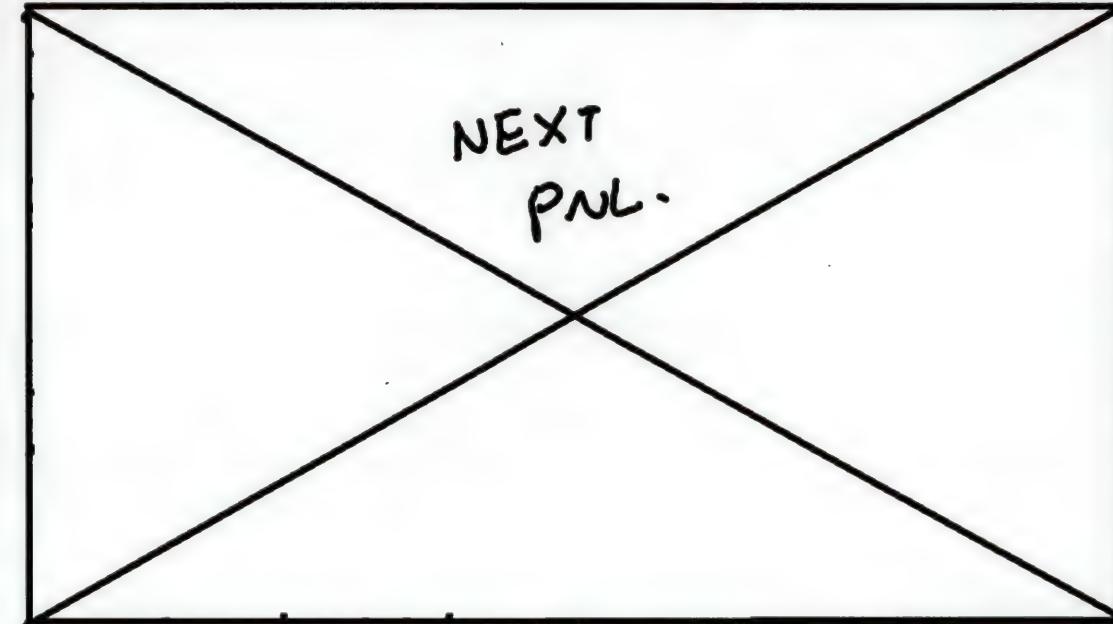
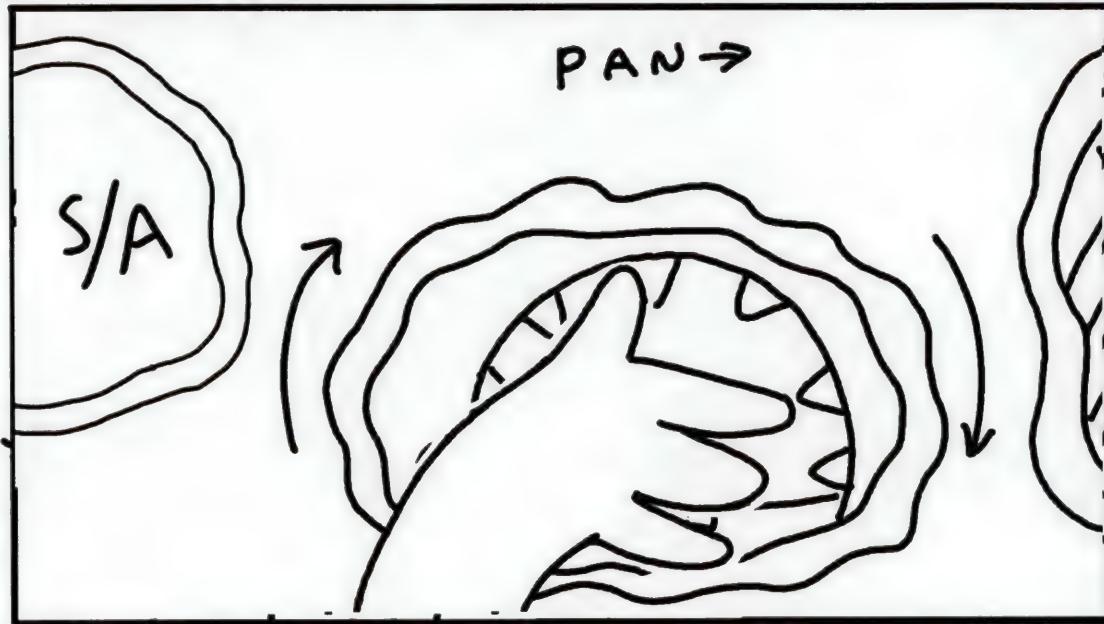
Bg.

Pnl.

Bg.

Page 120 B

120C NEXT



1025/196

Dialog:

Action:

- C.O. ROTATES IMAGE AS IT PANS

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

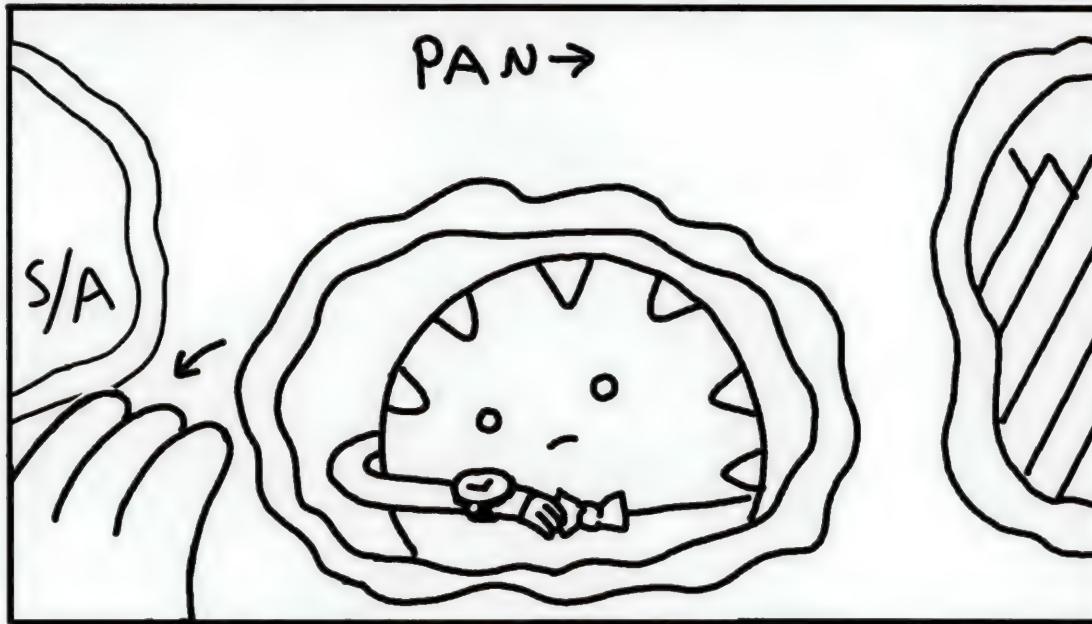
ADVENTURE TIME



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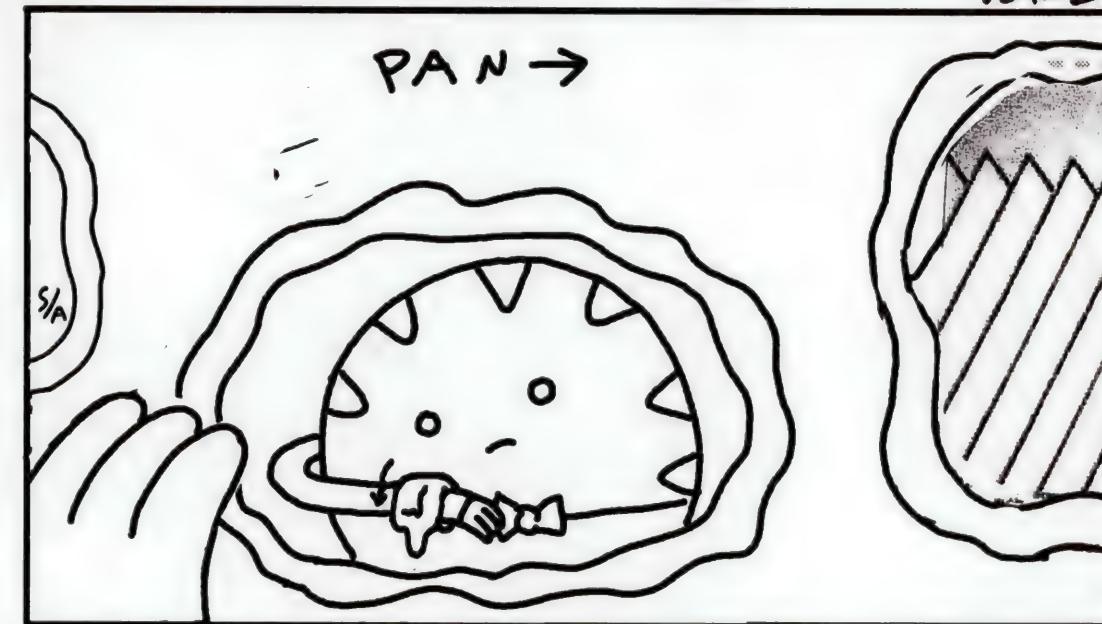
Sc. 82 CONT Pnl. F

Bg.



Sc. 82 CONT Pnl. G

Bg.



Page 120 C
120 D NEXT

EPISODE #

1025-196

Dialog:

Action:

- Pepe But looking at
his watch which is dripping off his wrist

SEP 12 2014

Timing:

(LIKE DALI)



Production :

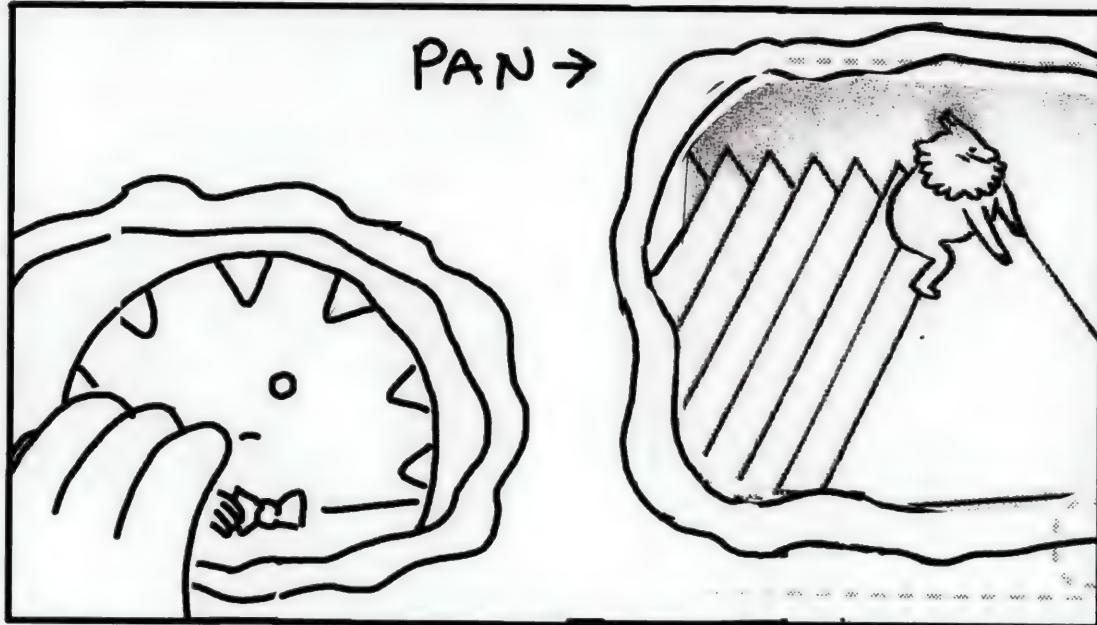
1025/196

ADVENTURE TIME



Sc. 82 cont Pnl. H

Bg.



Page 120 D
120E NEXT

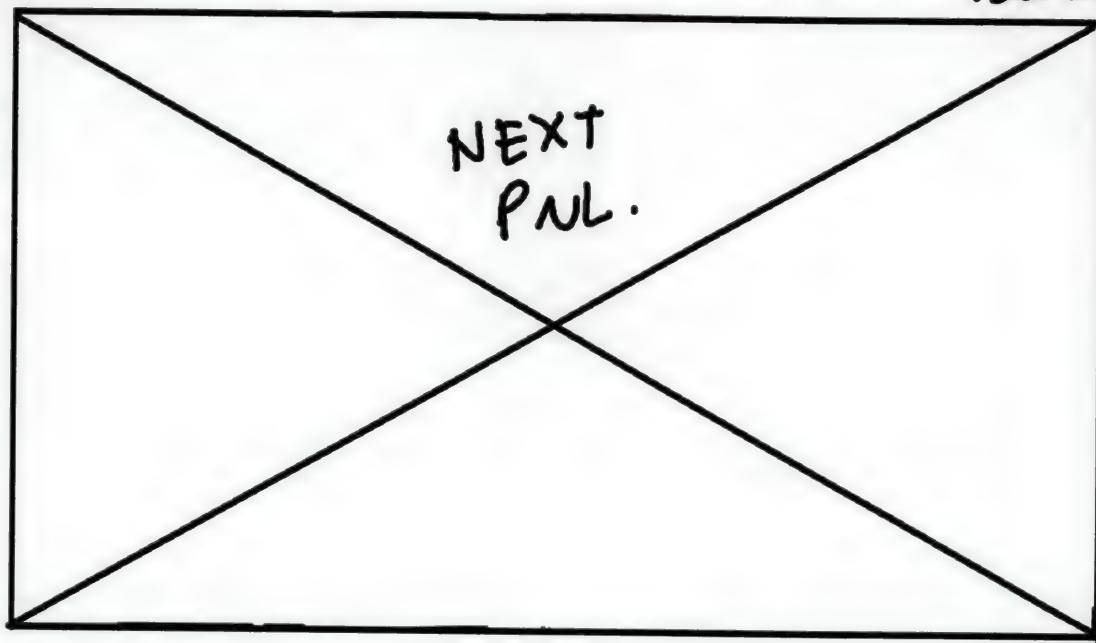
EPISODE #

1025-196

Production :

1025/196

NEXT
PNL.



Dialog:

Action:

SEP 12 2014

Timing:

1025/196

ADVENTURE TIME



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Sc. 82 cont Pnl. I

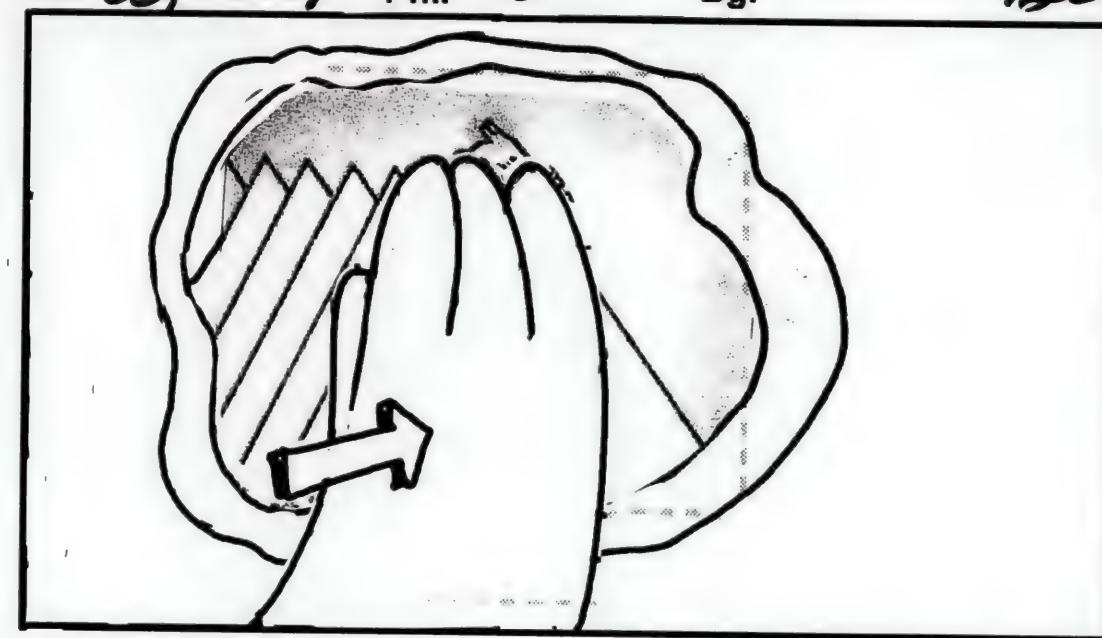
Bg.

day night



Sc. 82 cont Pnl. J

Bg.



Page 120 E
120F NEXT

1025/196

Dialog:

Action:

- C.O. STOPS IMAGE OF
FOREST WIZARD'S DREAM.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME



Cut

Sc. 82 CONT Pnl. K

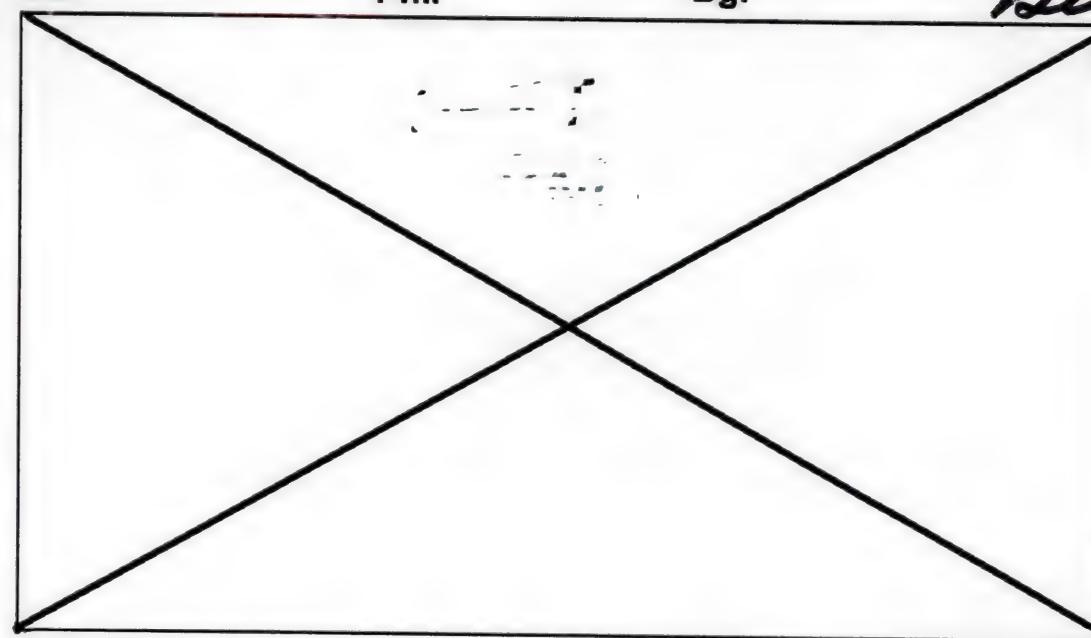
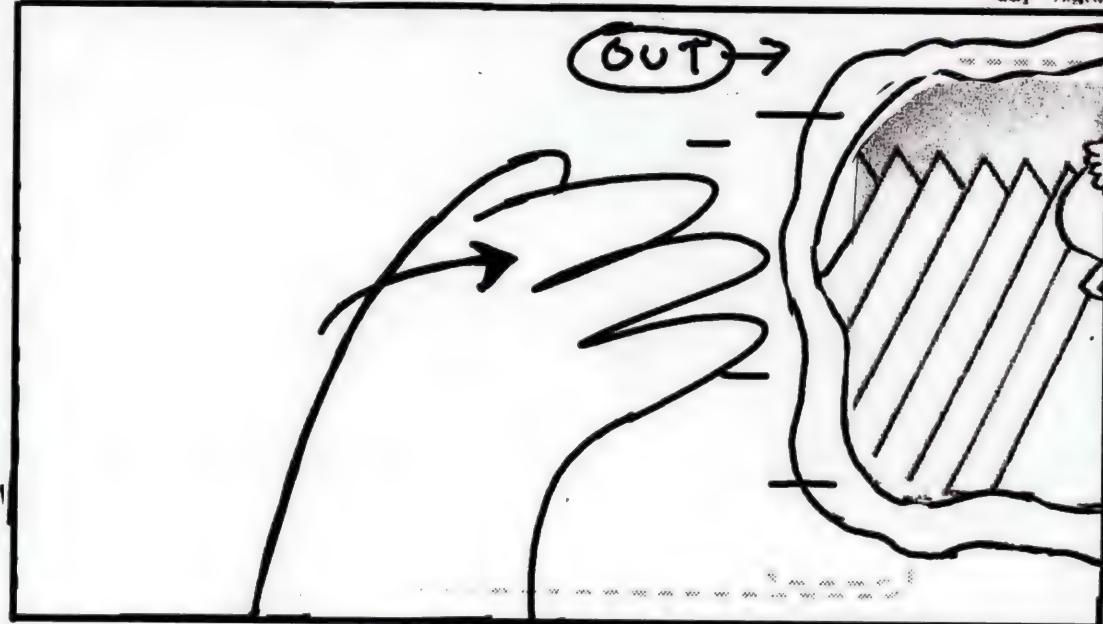
Bg.

day night

Sc.

Page 120 F

120G NEXT



1025/196

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Dialog:

Action:

-CO SWIPES DREAM IMAGE O.S. RIGHT.

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

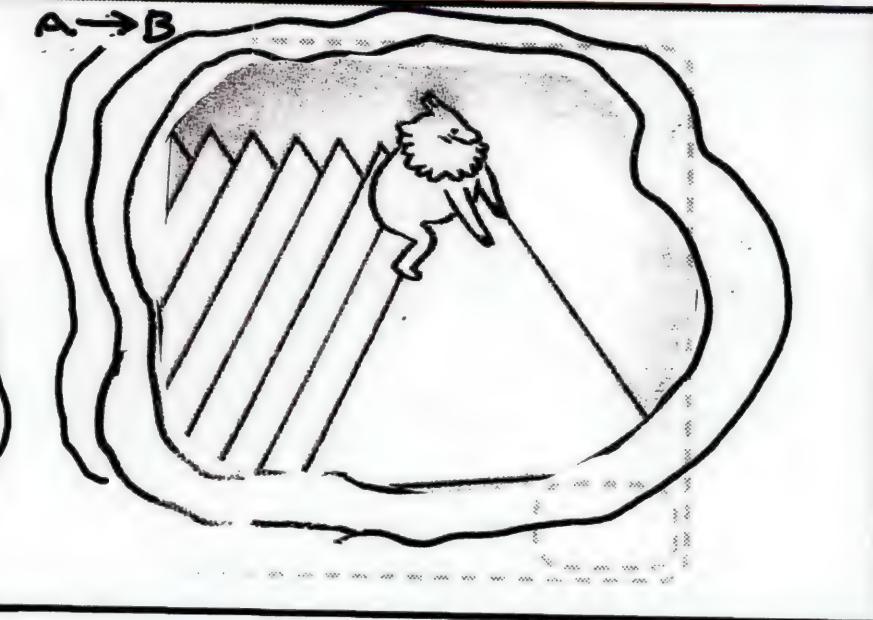
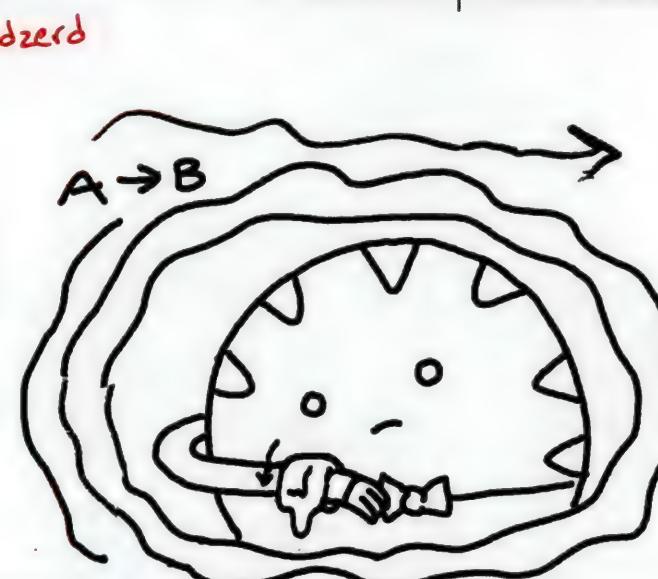
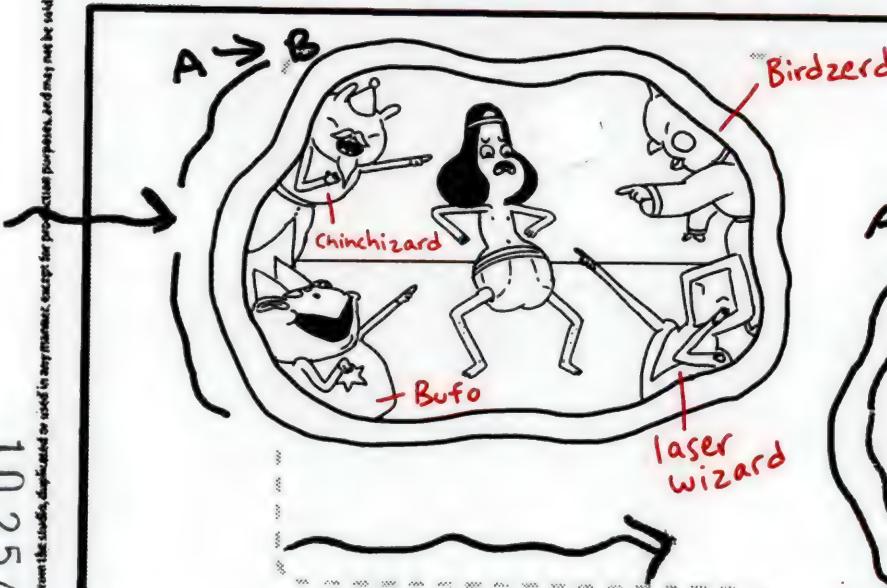
1025/196

1025/196



1025/1969

1035 / 1000



Dialog:

(Abracadabrac
in his underwear)



- CYCLE

(Pep But looking at his watch which is dripping off his wrist) (FOREST WIZARD DREAM)

(FOREST WIZARD DREAM)

Like D

SEP 12 2014

camera panning faster than
drifting panels

Production :

1025-196

1025/196

1025/196

Cut

ADVENTURE TIME

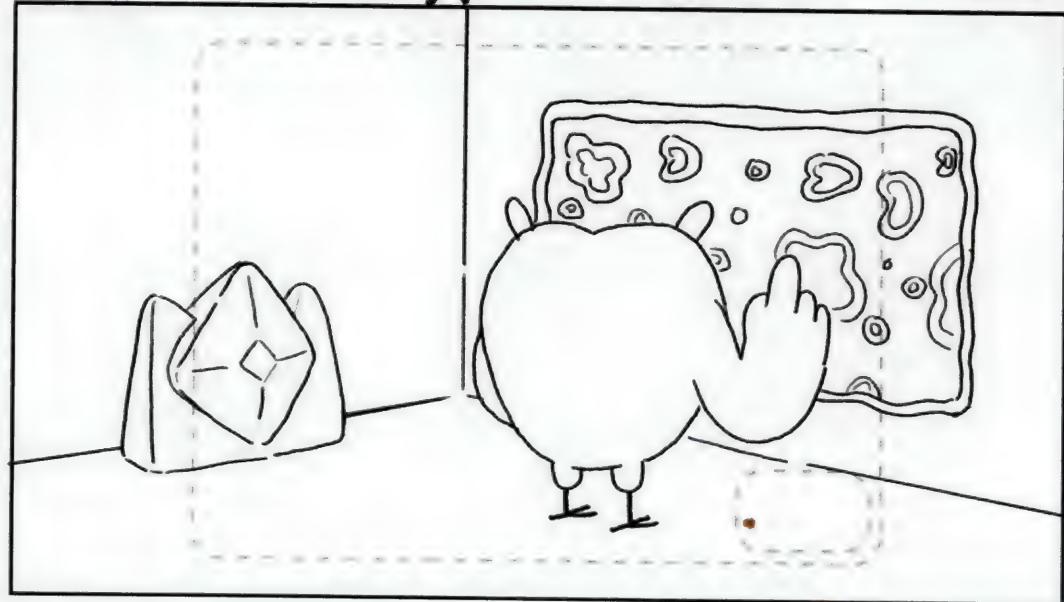
1025/196

Sc. 83

Pnl. A

Bg.

day night



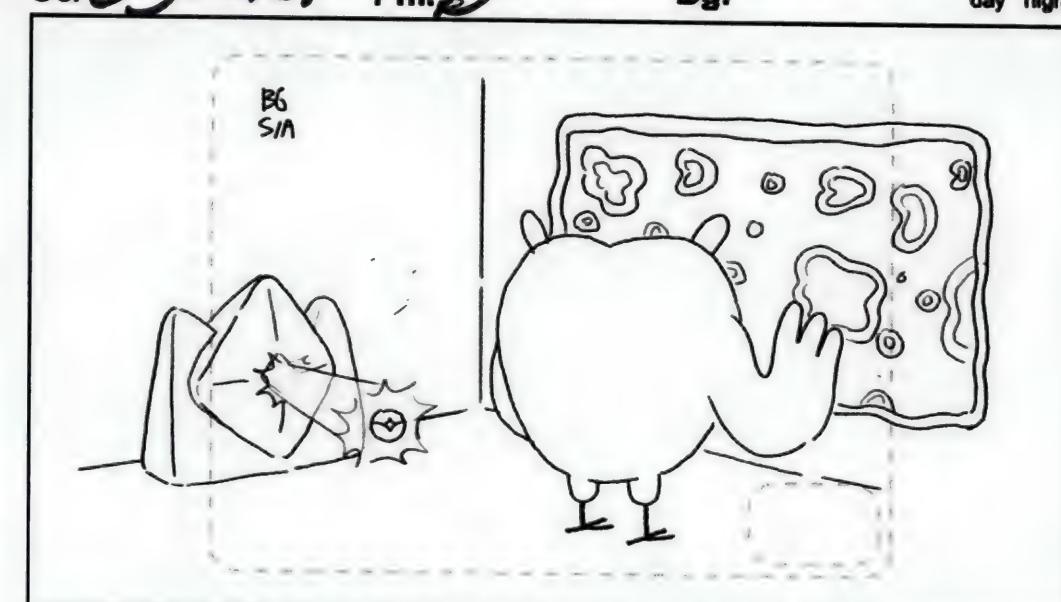
Sc. 83 cont

Pnl. B

Bg.

Page 121

day night



Dialog:

SFX / * BWWWWWW *

Action:



TOKEN FORMS

SEP 12 2014

Timing:

Production:

1025/196

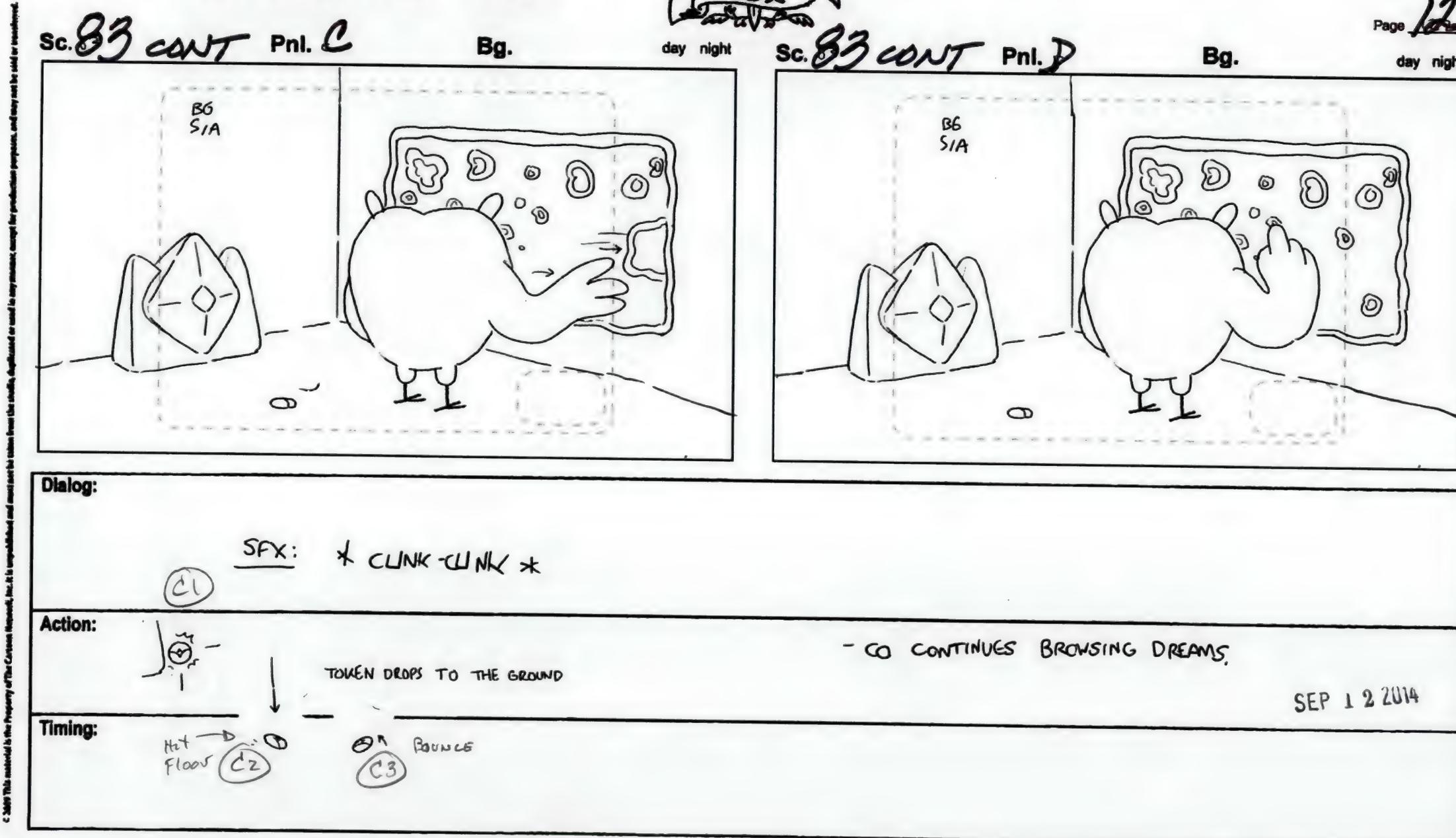
1025-196

EPISODE #

1025/196

ADVENTURE TIME

1025/196



1025/196

Page 122
Cut

1025-5201
961-196

EPISODE #

1025/196

Cat

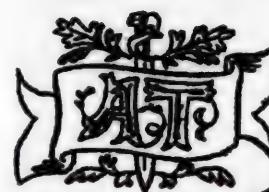
ADVENTURE TIME

Sc. 84

Pnl. A

Bg.

day night

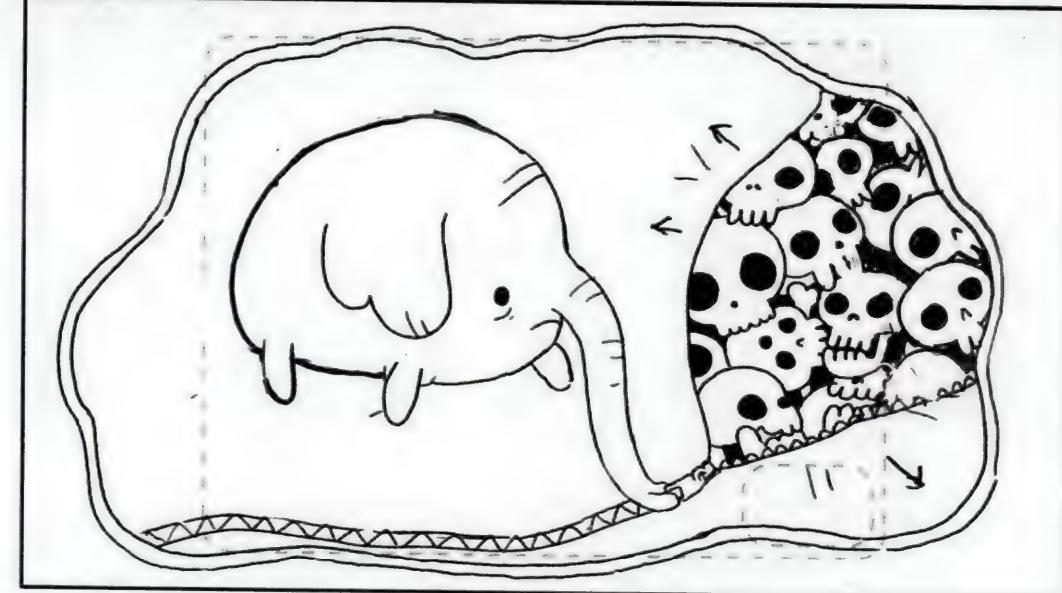
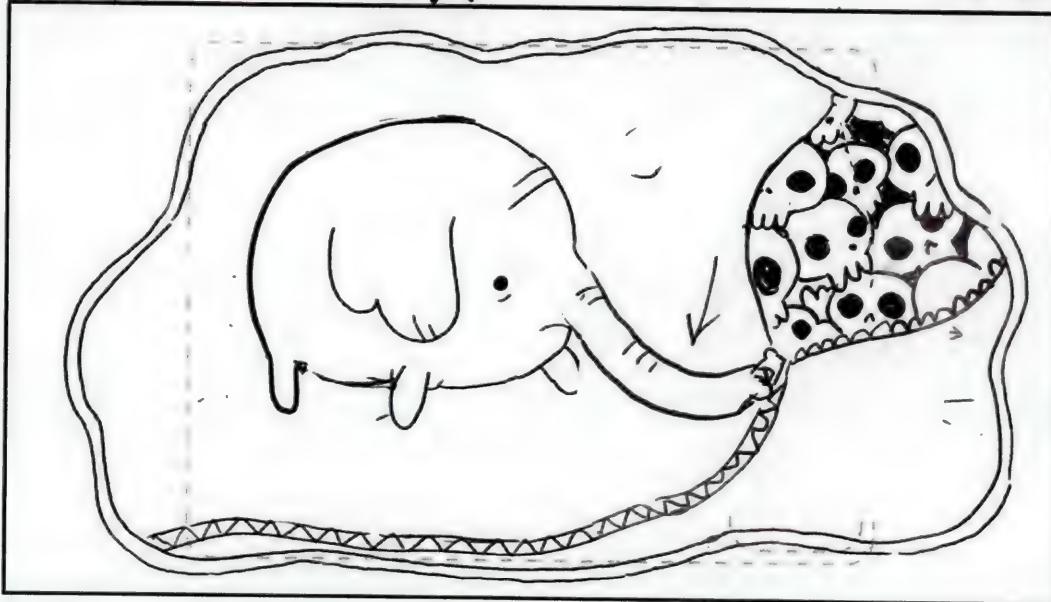


Sc. 84 cont Pnl. B

Page 123

day night

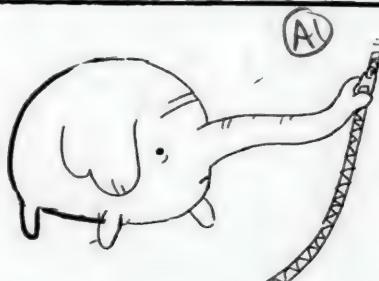
Bg.



Dialog:

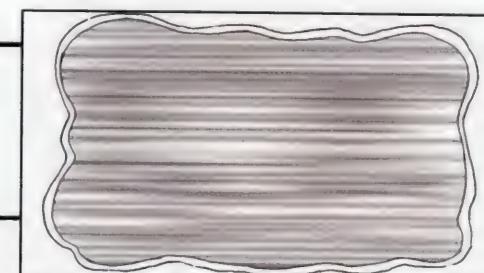
SFX: *Z111P*

Action:



TT PULLING ON GIANT ZIPPER

Timing:



SEP 12 2014

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

Sc. 84 cont Pnl. BA Bg.



day night

Page 124

Sc. 84 cont Pnl. C

Bg.

day night



1025-196

EPISODE #

1025/196

Dialog:

CYCLE:



B1

Action:

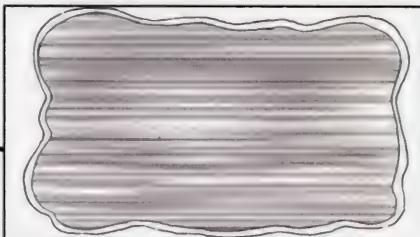
- MARCELINE FLYING ON HAMBO THROUGH THE CLOUDS
- MARCELINE'S HAIR BLOWS IN BREEZE.

zip pan →

SEP 12 2014

zip pan

Timing:



B3

LEMONHYPE MARIONETTE DREAM

C1



Production:



1025/196

ADVENTURE TIME



Page 125

Sc. 84 CONT Pnl.

D

Bg.

day night

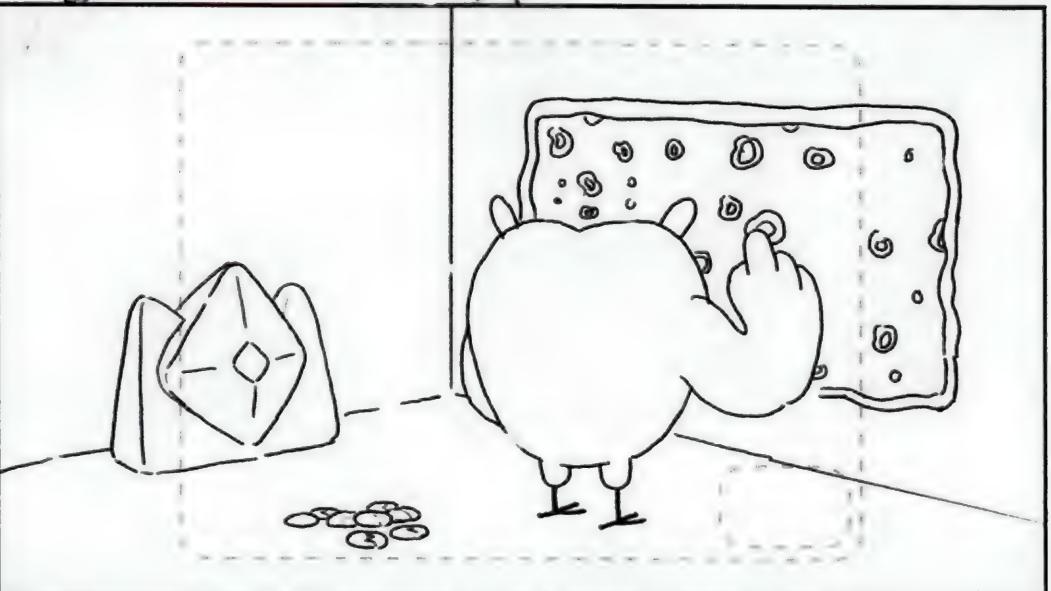
Sc. 88

Pnl.

A

Bg.

day night



Dialog:



Action:

KOO IN OCEAN BAILING WATER OUT OF WASH TUB

SEP 12 2014

Timing:



CYCLE:

(1),(2),(3),(1),(2),(3) ect.

EPISODE #

1025-196

Production :

1025/196

ADVENTURE TIME

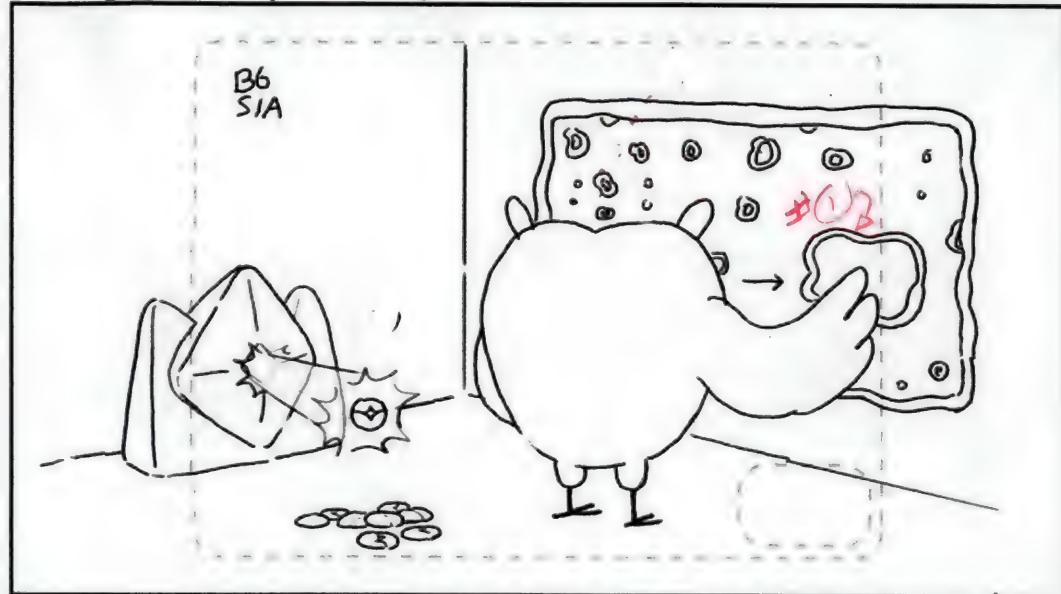
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Sc. 88 cont Pnl. B

Bg.



day night

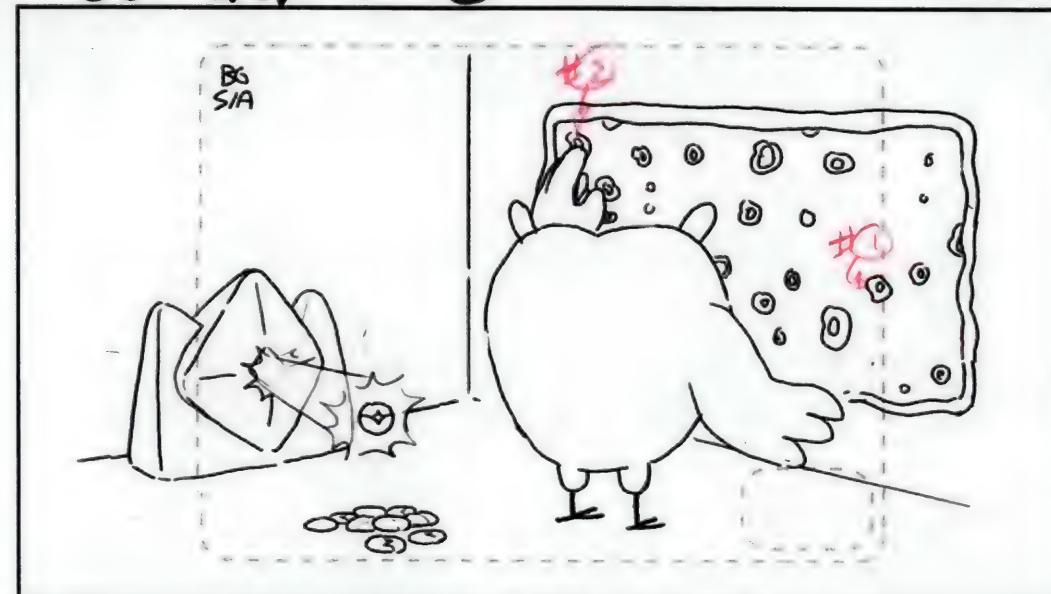


Sc. 88 cont Pnl. C

Bg.

day night

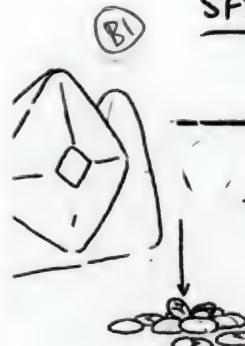
Page 126



1025/196

Dialog:

SFX: * CLINK *



Action:

TOKEN FORMS & FALLS INTO PILE

Timing:

SFX: * CLINK-CLINK *



ANOTHER TOKEN

SEP 12 2014

Production:

EPISODE #

1025-196

1025/196

1025/196

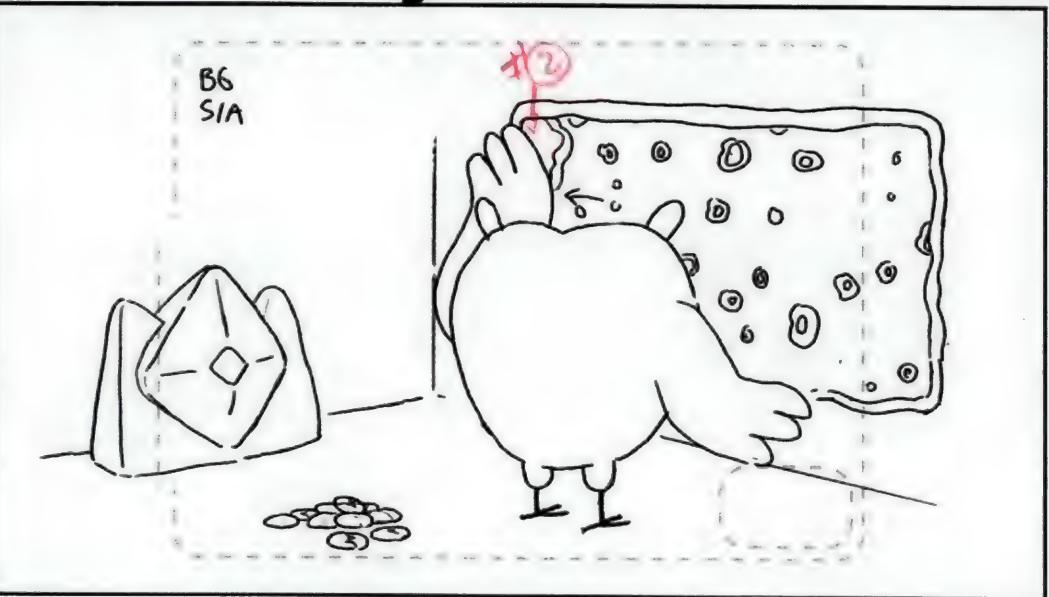
ADVENTURE TIME



Sc. 88 cont Pnl. D

Bg.

day night

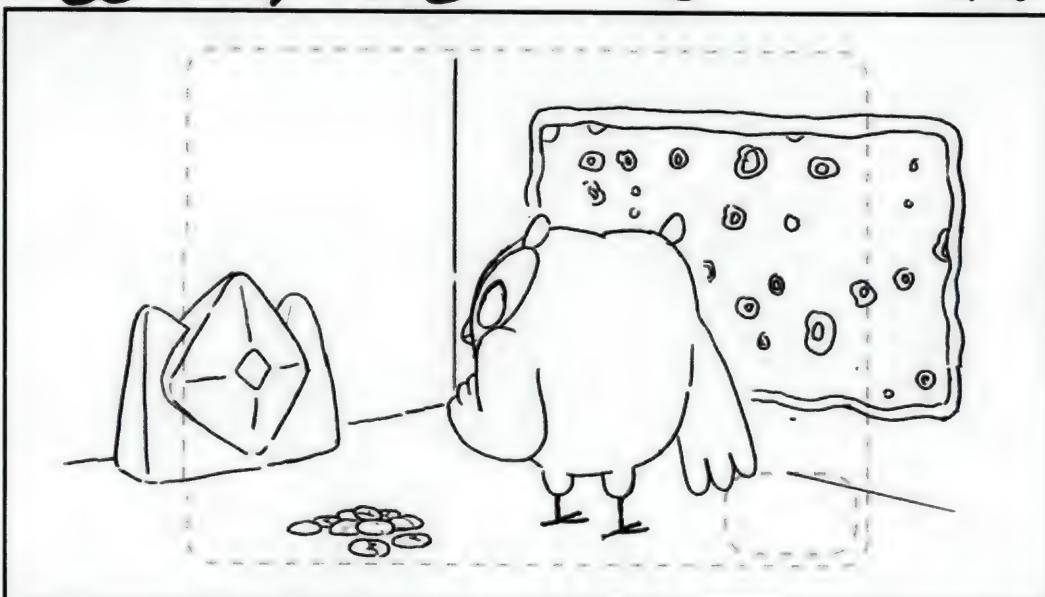


Sc. 88 cont Pnl. E

Bg.

Page 127
day night

Cut



Dialog:

C.O. : [SMALL ANNOYED NOISE]

Action:

- C.O TURNS TO LOOK AT PIE

SEP 12 2014

Timing:

Production:

1025-196

1025/196

ADVENTURE TIME



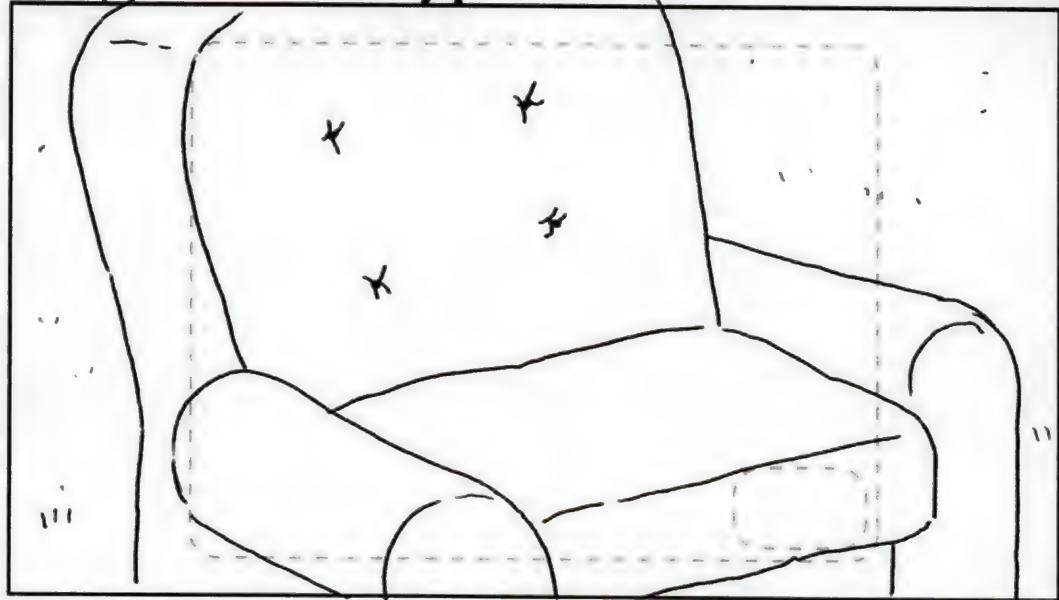
Cut

Sc. 89

Pnl. A

Bg.

day night



Sc. 89 cont

Pnl. B

Bg.

Page 129
Cut

day night



1025/196

1025-196

EPISODE #

1025/196

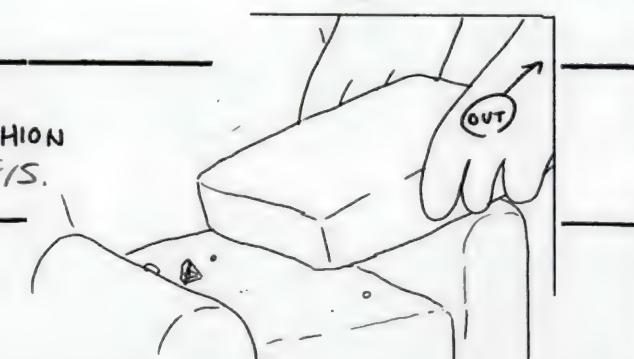
Dialog:

SEP 12 2011

Action:

- CO GRABS CUSHION
AND PULL IT OFF/S.

Timing:



Production:

1025/196

ADVENTURE TIME

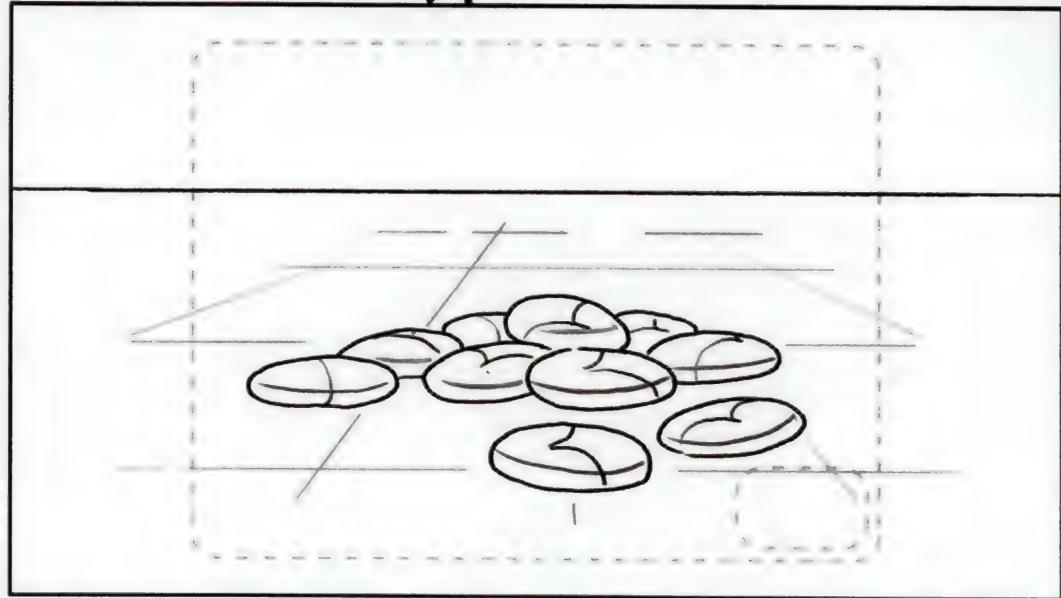
Cut

Sc. 90

Pnl. A

Bg.

day night



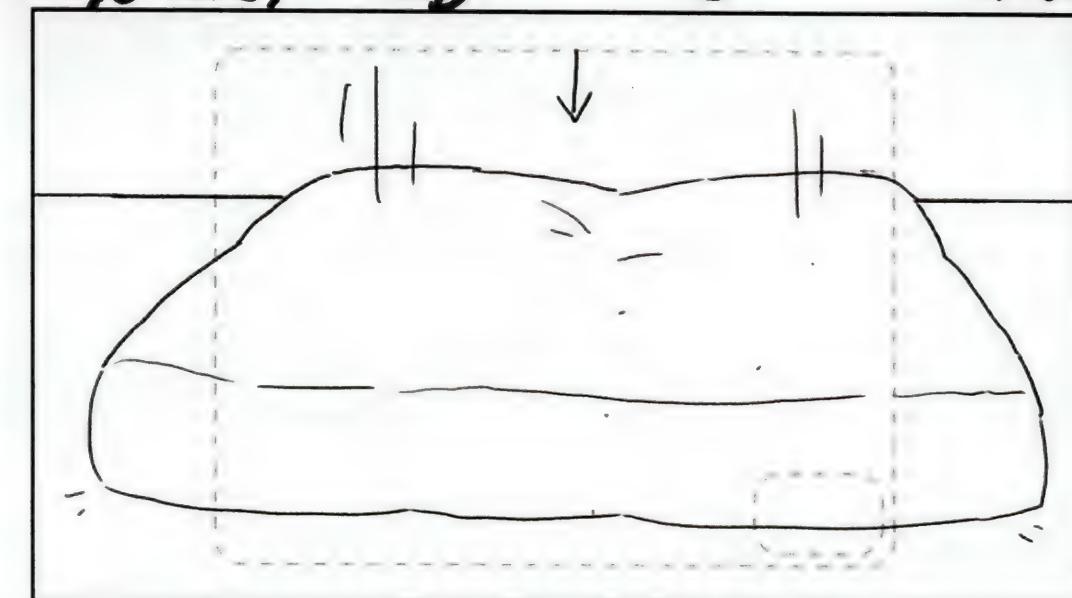
Sc. 90 cont

Pnl. B

Bg.

day night

Page 129

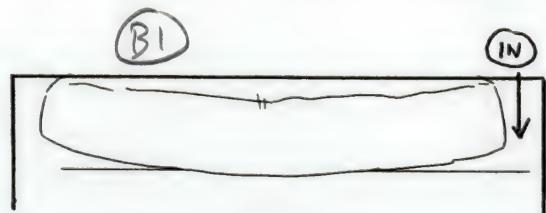


Dialog:

SFX: *FWUMP*

Action:

- CUSHION DROPS ON TOKENS



SEP 12 2014

Timing:

Production:

1025-196

1025/196

1025/196

ADVENTURE TIME

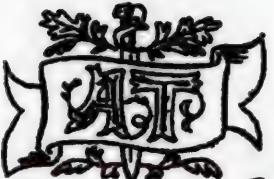
1025 / 196

Sc. 90 cont

Pnl. 4

Bg.

day night



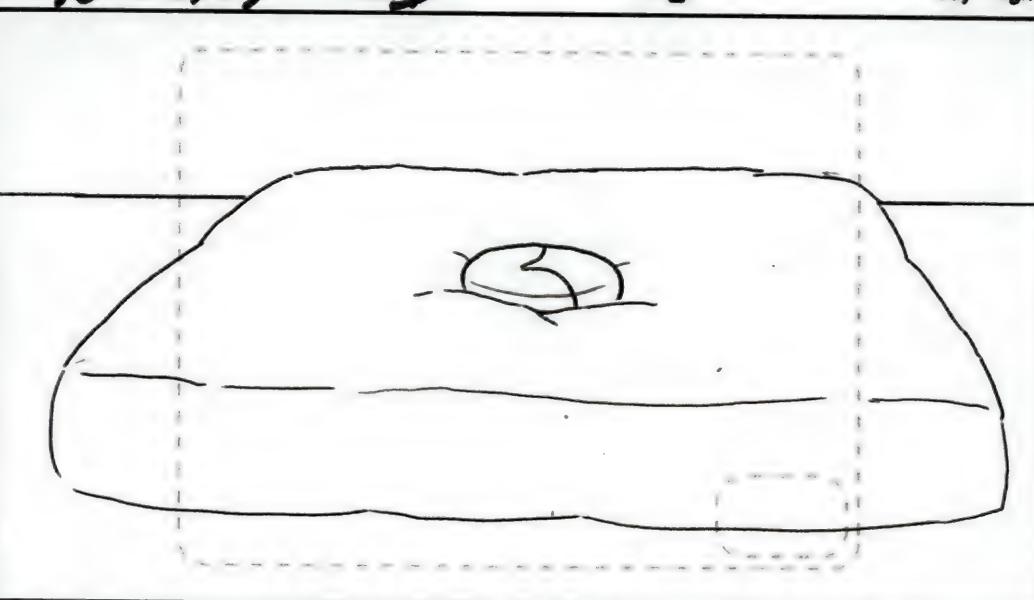
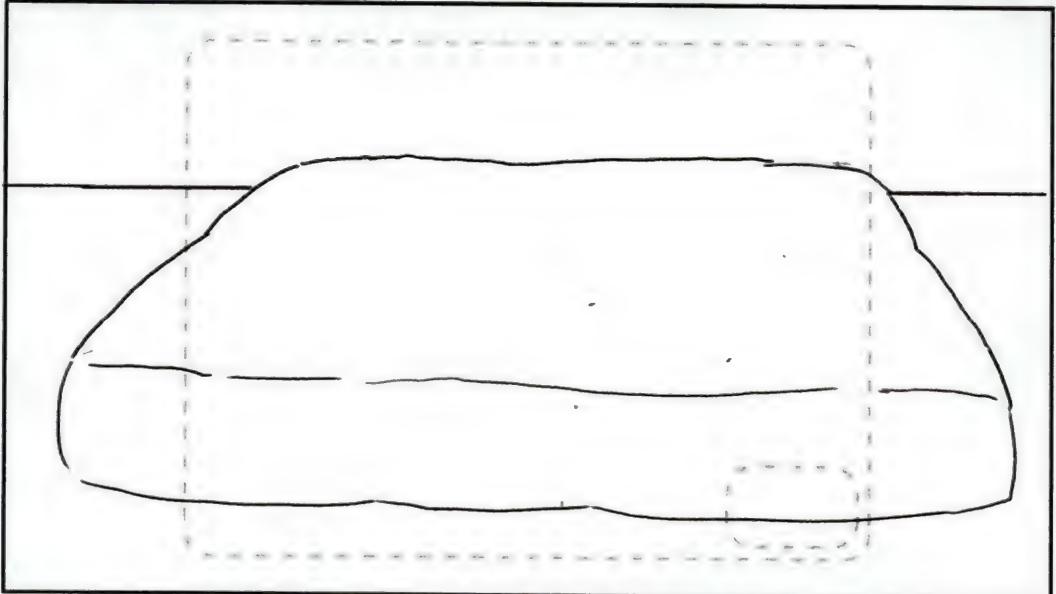
Sc. 90 cont

Pnl. B

Bg.

Page 130

Est



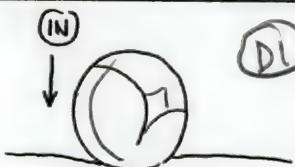
Dialog:

SFX / (0/5) BWOWWW

SFX: * THPP *

Action:

TOKEN LANDS ON CUSHION SILENTLY



SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME

1025/196

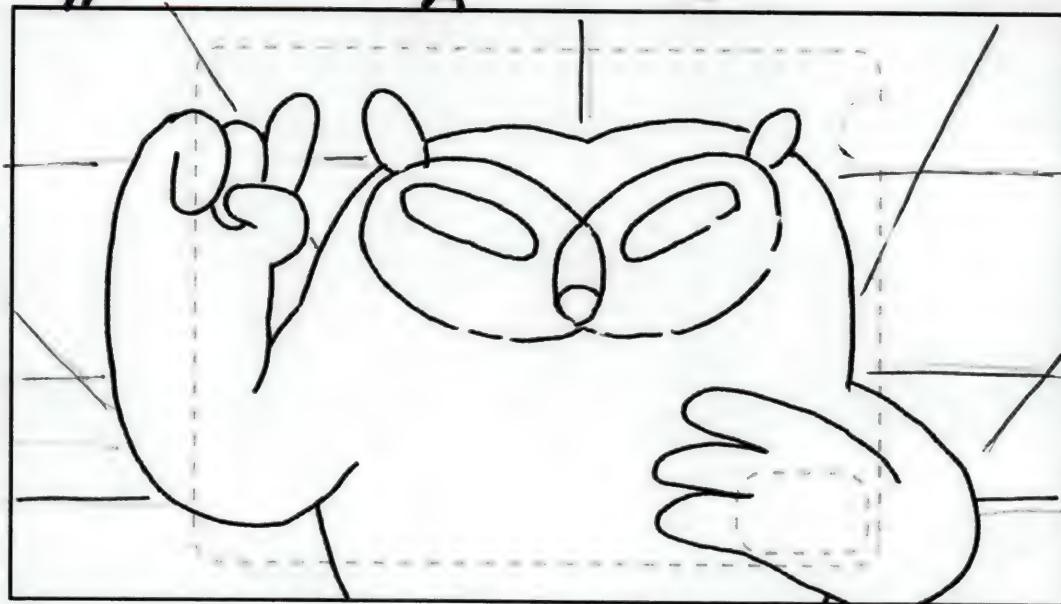
Cut

Sc. 91

Pnl. A

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



Page. 131

Cut

1025-196

EPISODE #

1025/196

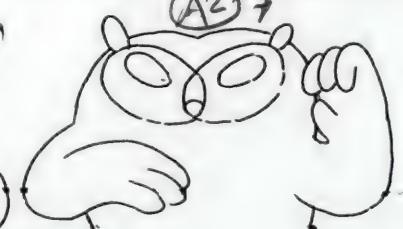
Dialog:

♫ MUSIC GETTING CRAZY ♫

(A1)



(A2)



SFX: * MUSIC SLOWS *

Action:

- CO TAPPING & SWIPING FRANTICALLY
< CYCLE POSCS QUICKLY,

Timing:



MORNING IS COMING

SEP 12 2014

Production:

1025/196

ADVENTURE TIME

Cut

1025/196

Sc. 93

Pnl. A

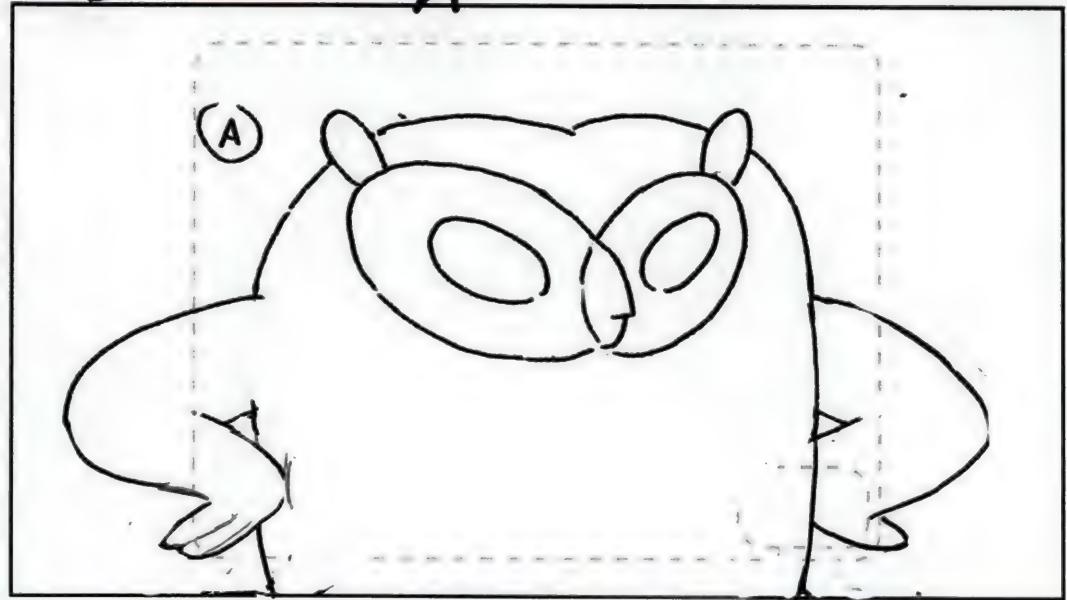
Bg.

day night



Page 132

day night

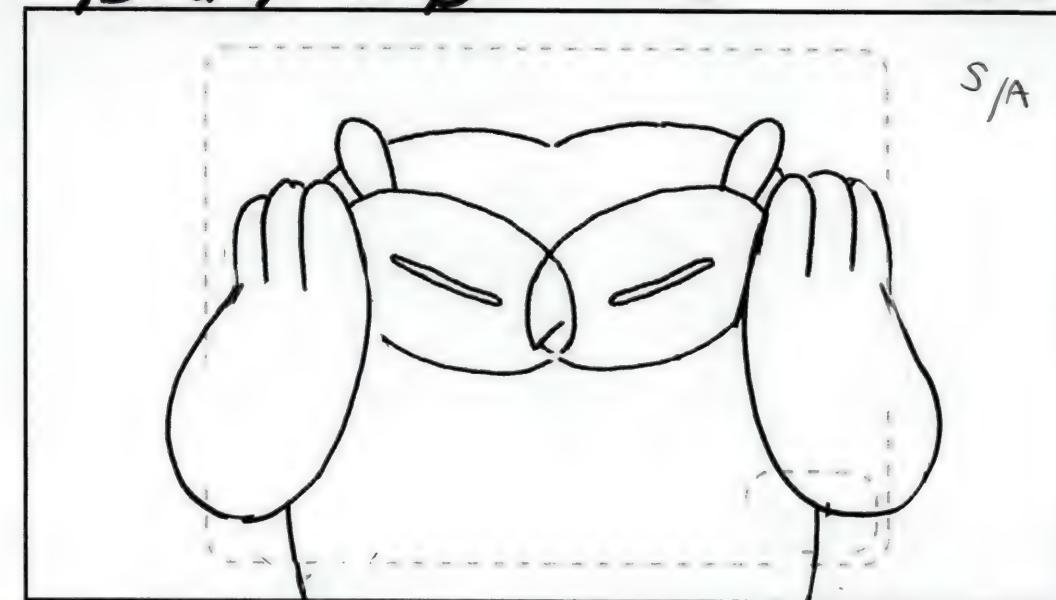


Sc. 93 cont

Pnl. B

Bg.

day night



EPISODE #

1025-196

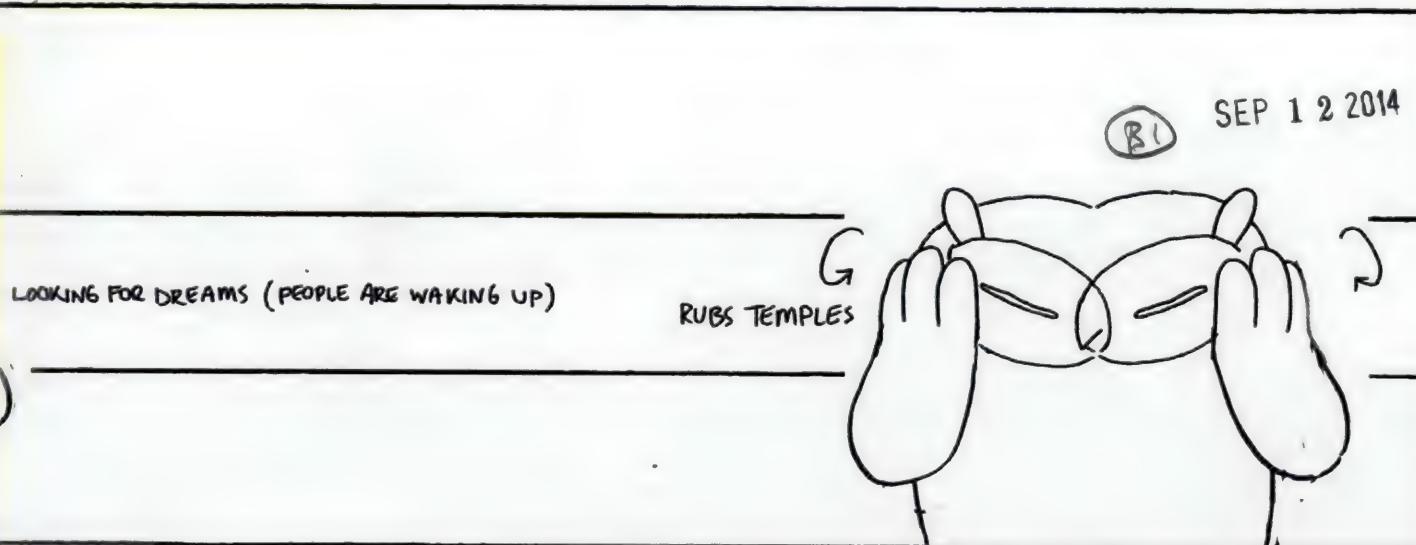
Production:

1025/196

Dialog:

Action

Timing



1025/196

ADVENTURE TIME

1025/196

Sc. 93 cont

Pnl. C

Bg.



day night

Page 133

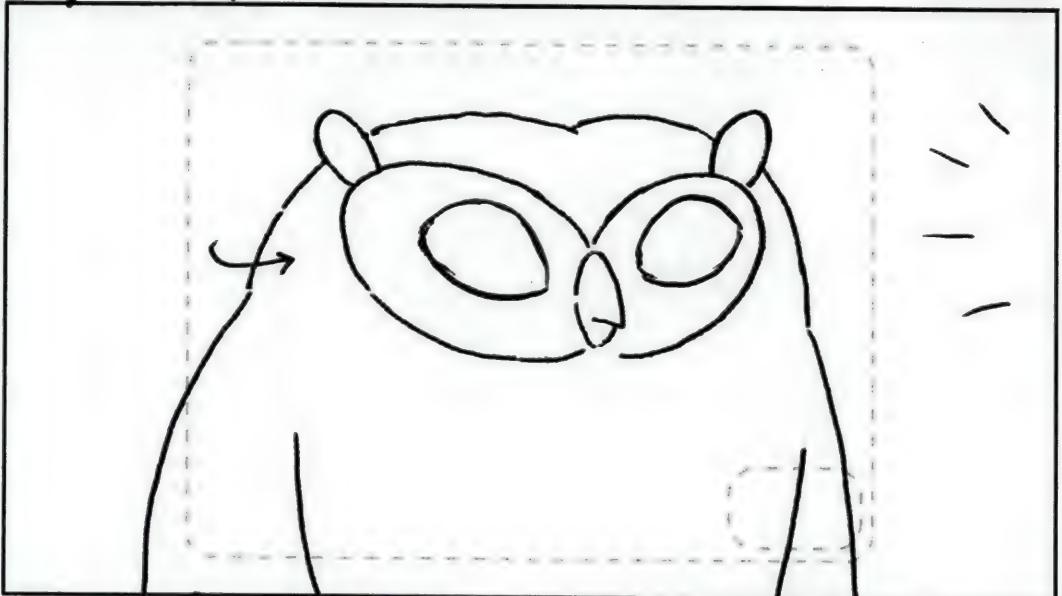
day night

HU
Act

1025-196

EPISODE #

1025/196



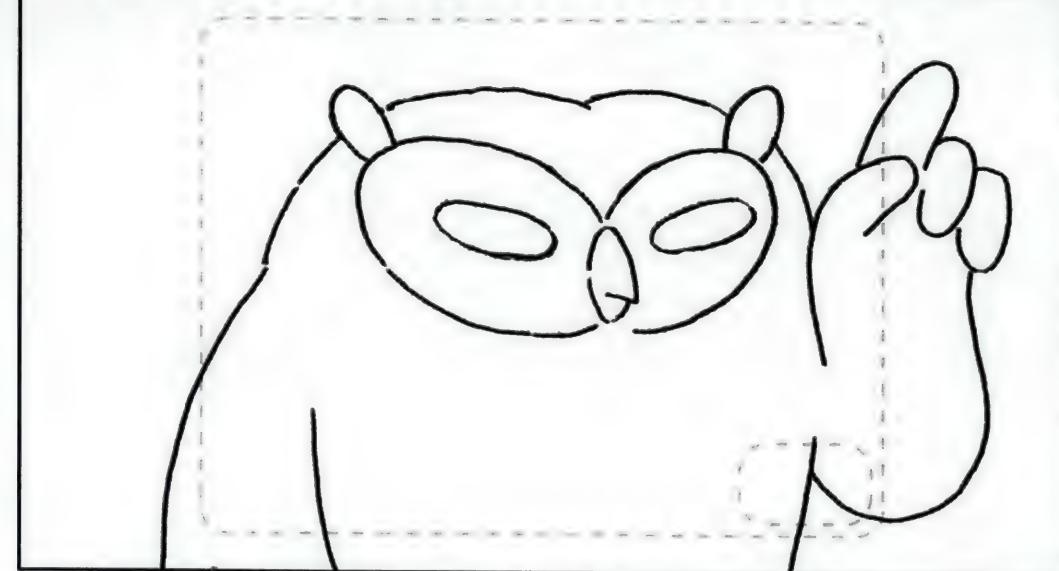
Sc. 93 cont

Pnl. D

Bg.

day night

day night



Dialog:

Action:

CO SEES A LIGHT

SEP 12 2011

Timing:

Production:

1025/196

1025/196

ADVENTURE TIME

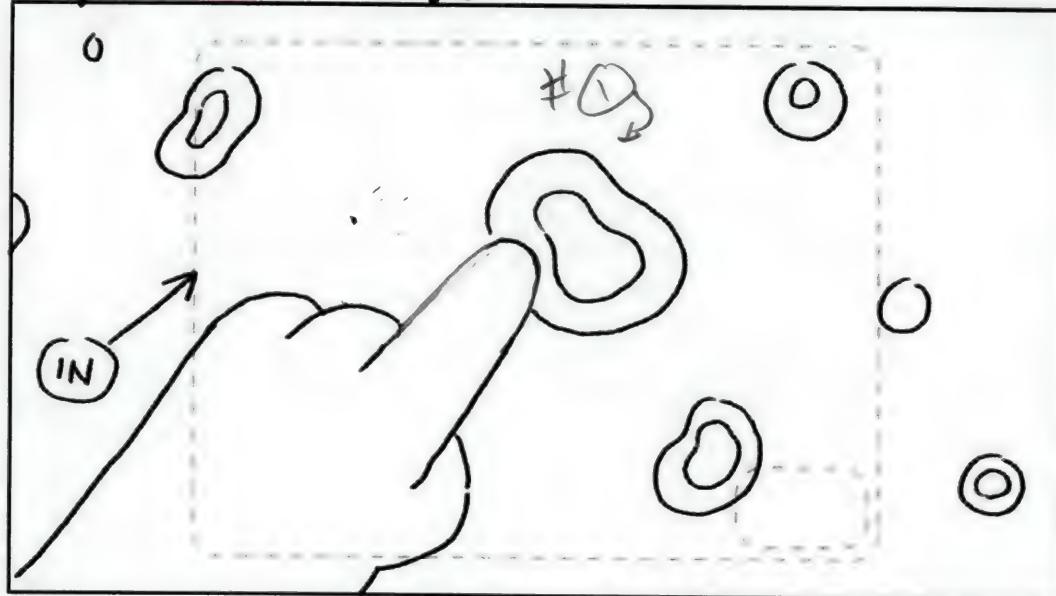


Sc. 94

Pnl. A

Bg.

day night

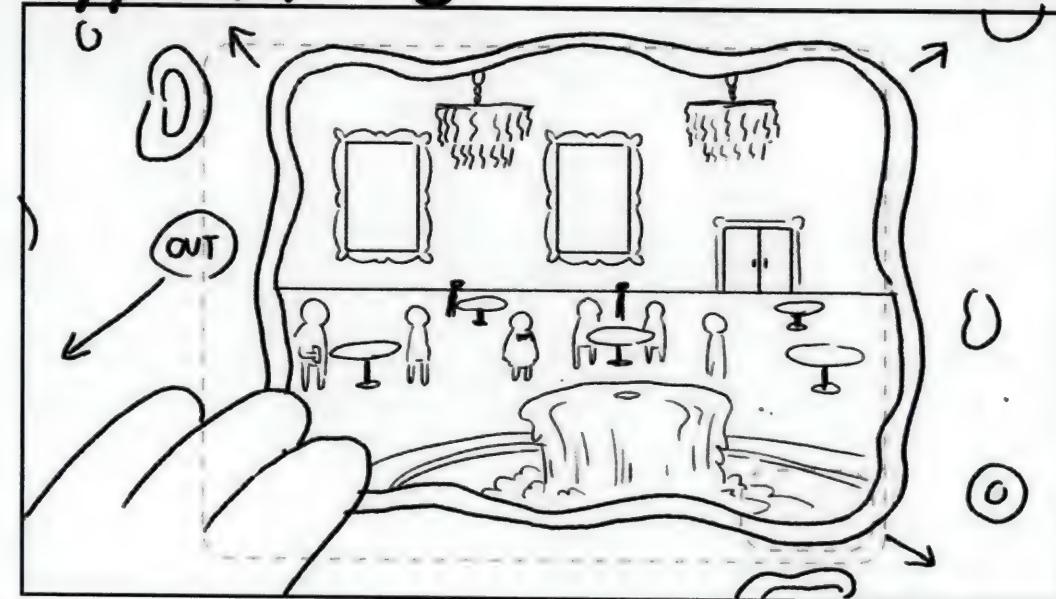


Sc. 94 cont

Pnl. B

Bg.

day night



Page 134

1025-196

1025/196

EPISODE #

1025/196

Dialog:

Action:



CO TAPS DOT

Timing:

- DOT EXPANDS INTO DREAM
- CO WITHDRAWS HAND

SEP 12 2014

Production:

1025/196

ADVENTURE TIME

Sc. 94 cont

Pnl. C

Bg.



day night

Sc. 94 cont

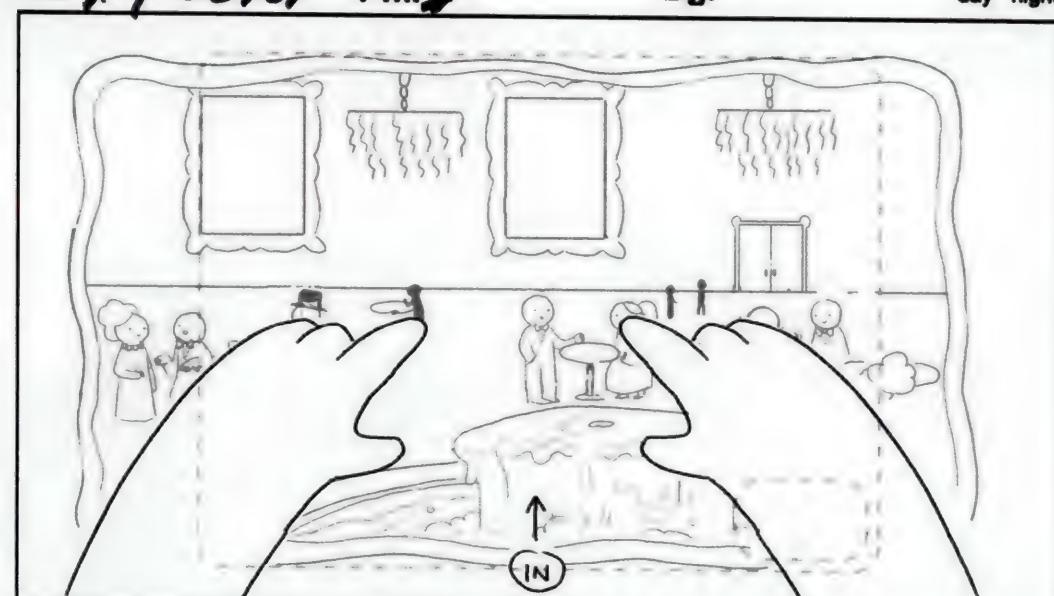
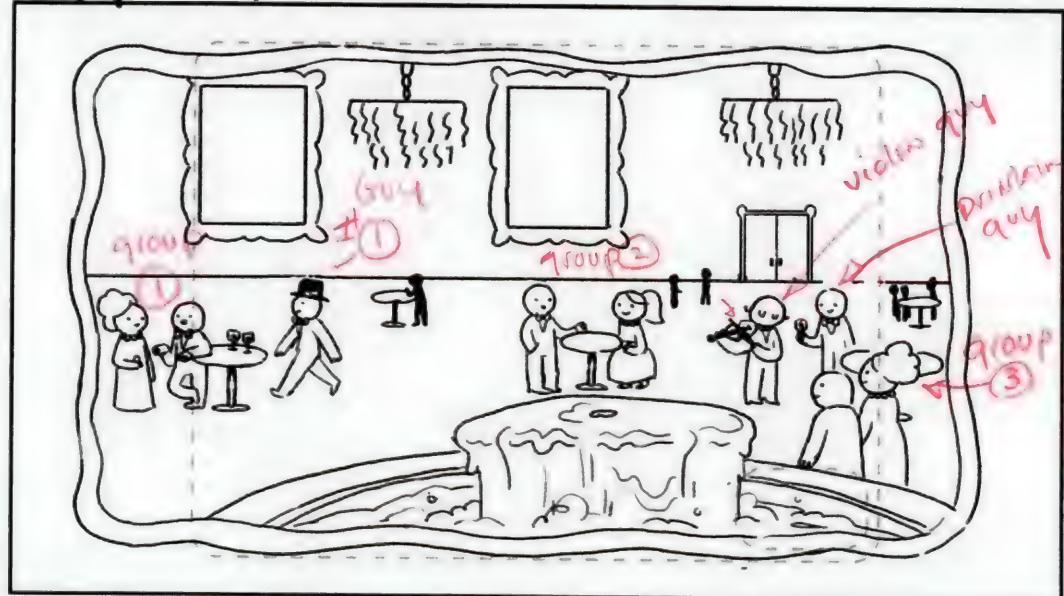
Pnl. D

Bg.

Page

135

day night



1025/196

1025-196

EPISODE #

1025/196

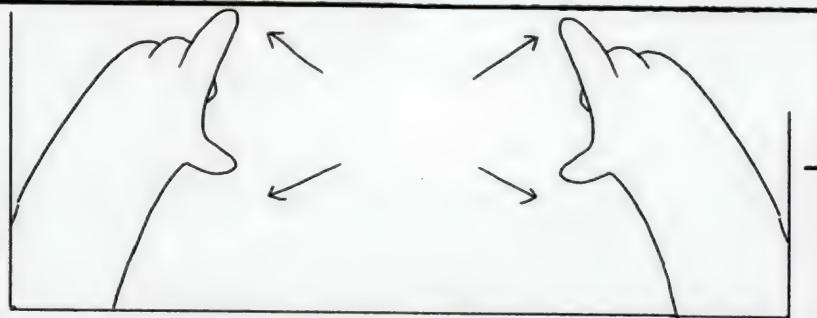
Dialog:



- CO'S HANDS
COME ON/S.
- CO ZOOMS
ON DREAM

SEP 12 2014

Action:

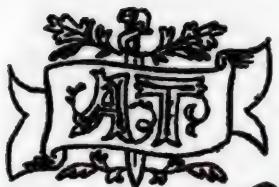


Timing:

Production:

1025/196

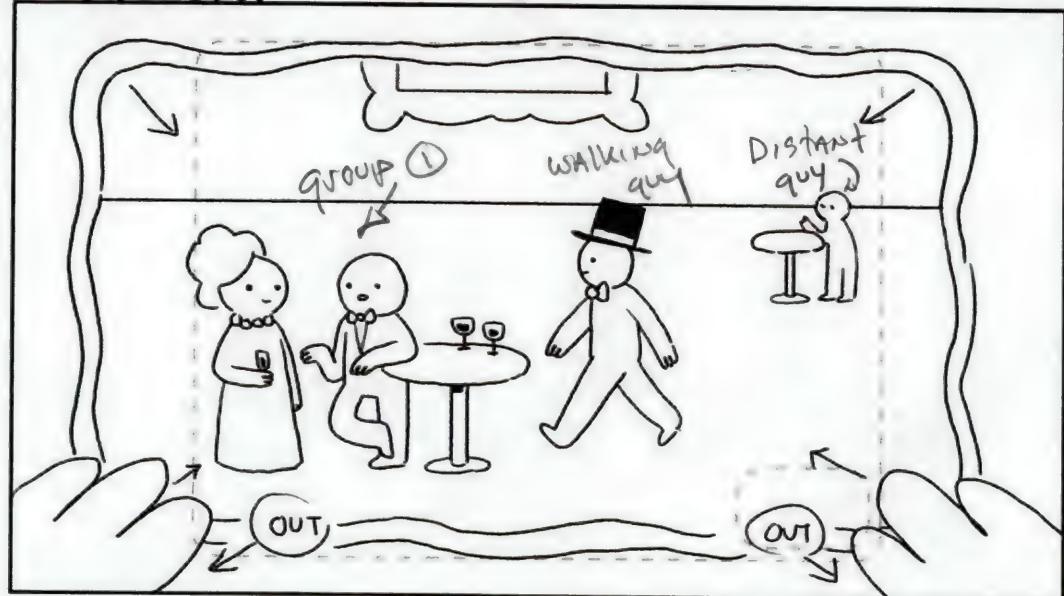
ADVENTURE TIME



Sc. 94 cont Pnl. E Bg.

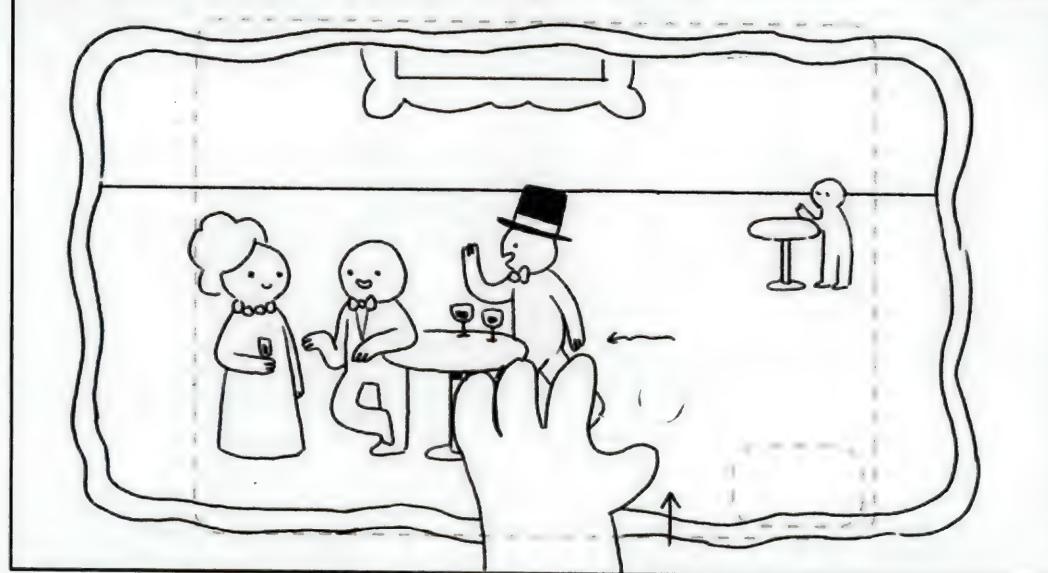
day night

Page 136
day night



Sc. 94 cont Pnl. F Bg.

day night



1025/196

1025-196

EPISODE #

1025/196

Dialog:



SEP 12 2014

Action:

- CO PANS

Timing:

Production:

1025/196

CUT

ADVENTURE TIME

1025/196

Sc. 95

Pnl. A

Bg.

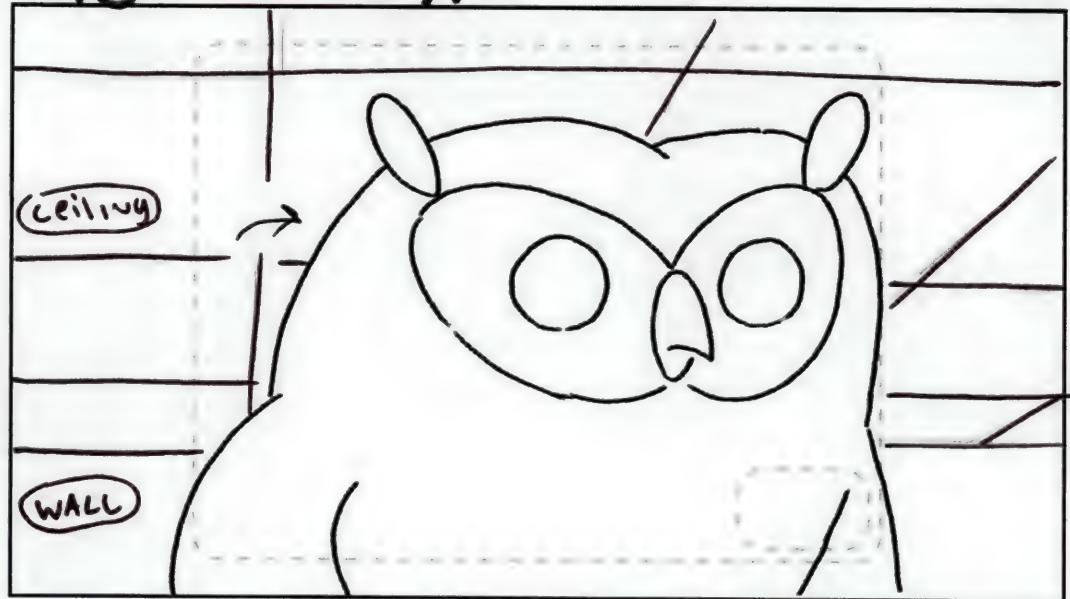


day night

Page 138

day night

CUT



Sc. 95 CONT

Pnl. B

Bg.



Dialog:

(AI) S.P.

Action:



- CO SEES
SOMETHING

- CO REACHES FORWARD

SEP 12 2014

Production:

1025-196

1025/196

1025/196

Cut

ADVENTURE TIME

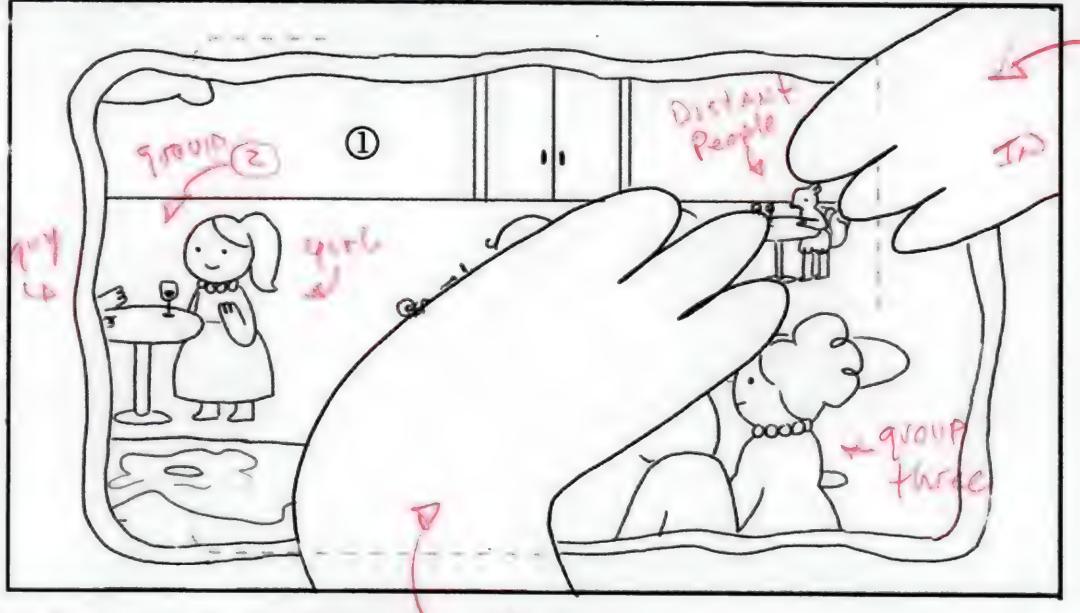


Sc. 96

Pnl. A

Bg.

day night

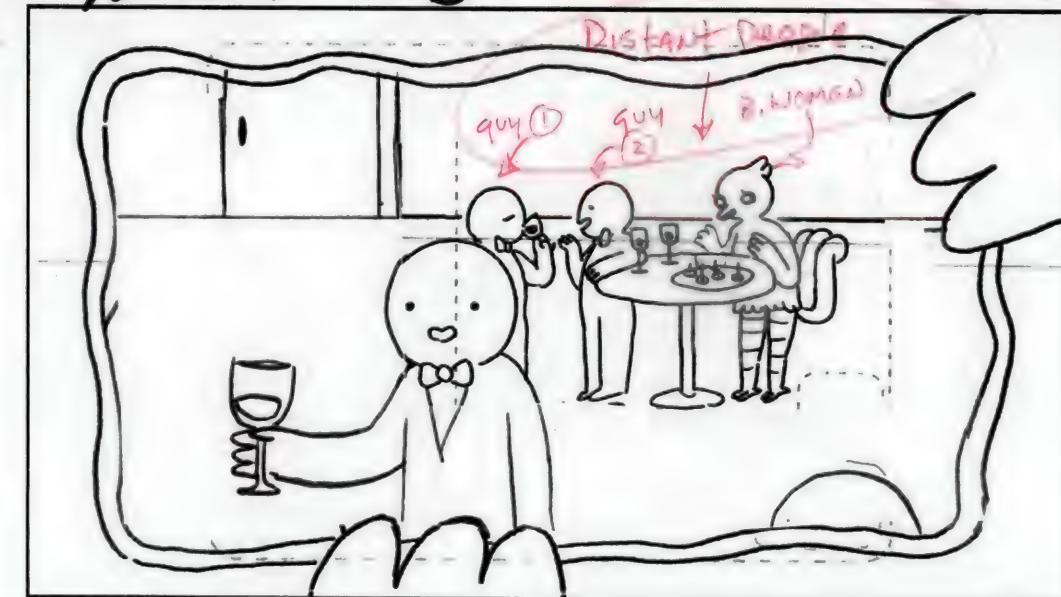


Sc. 96 CONT

Pnl. B

Bg.

Page 139
day night
139 ANEXT



1025/196

Dialog:



A1

Action:

- CO REACHES ON IS.

CO zooms

Timing:

SEP 12 2014

Production:

1025-196

1025-196

1025-196

1025/196

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc. 96 CONT Pnl. C

Bg.

Page 139A

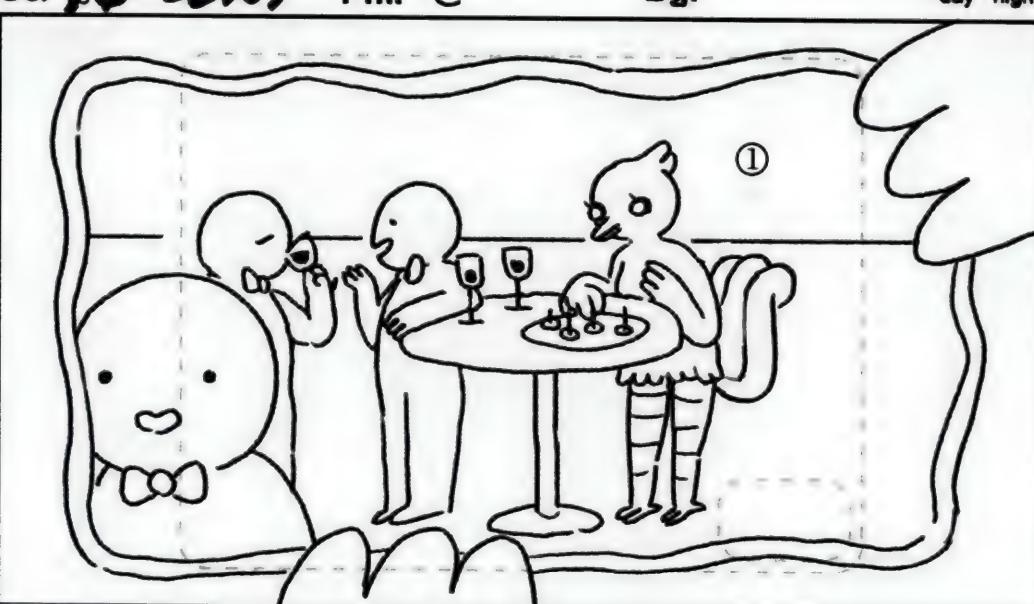
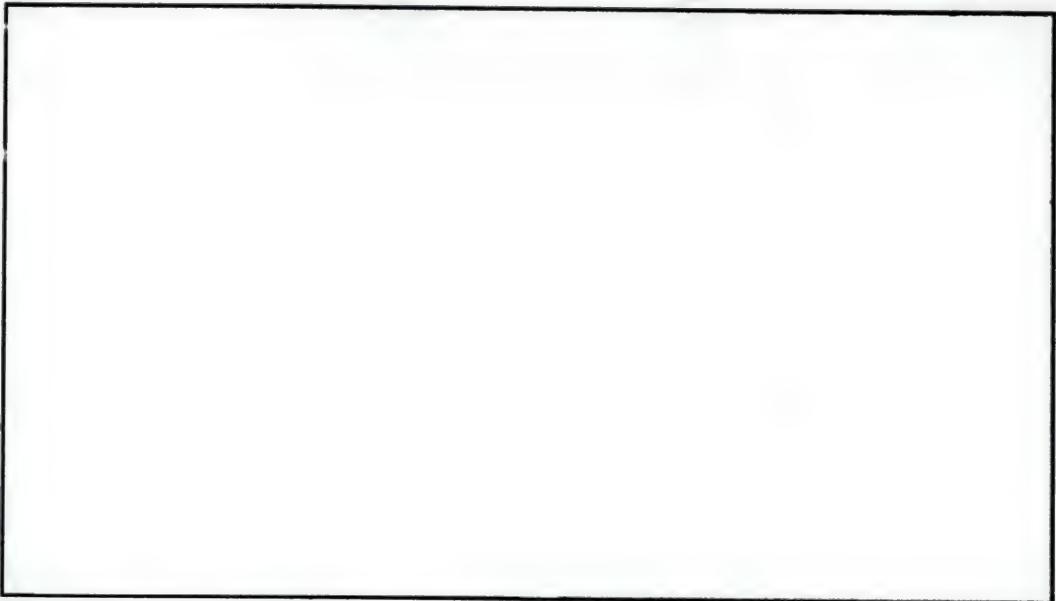
140 NEXT

day night

1025-196

EPISODE #

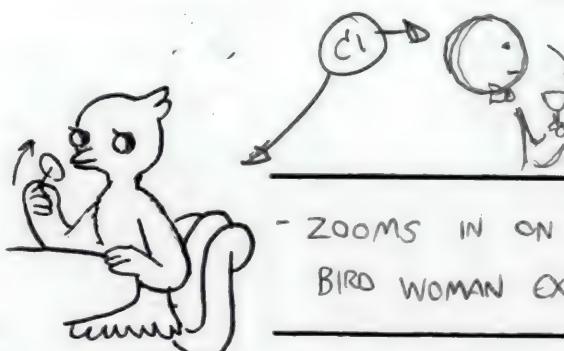
1025/196



Dialog:

Action:

Timing:



- ZOOMS IN ON BIRD WOMAN
BIRD WOMAN EXAMINES HORS D'OEUVRE

SEP 12 2014

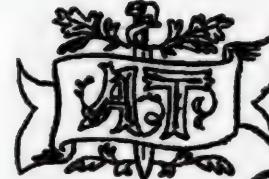
Production:

1025/196

ADVENTURE TIME

1025/196

CUT



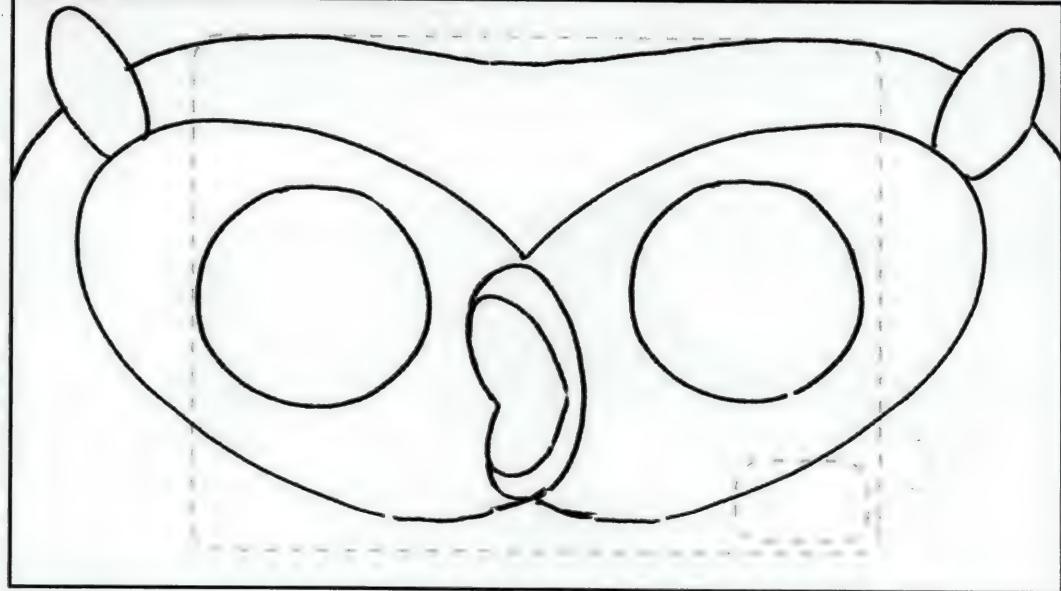
CUT

Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

A1



SEP 12 2014

CO RUNS IN CIRCLES, FEATHERS FLYING



Sc. 98

Pnl.

A

Bg.

day night

Page 140



START PNL

EPISODE #

1025-196

Production:

1025-196

1025/196

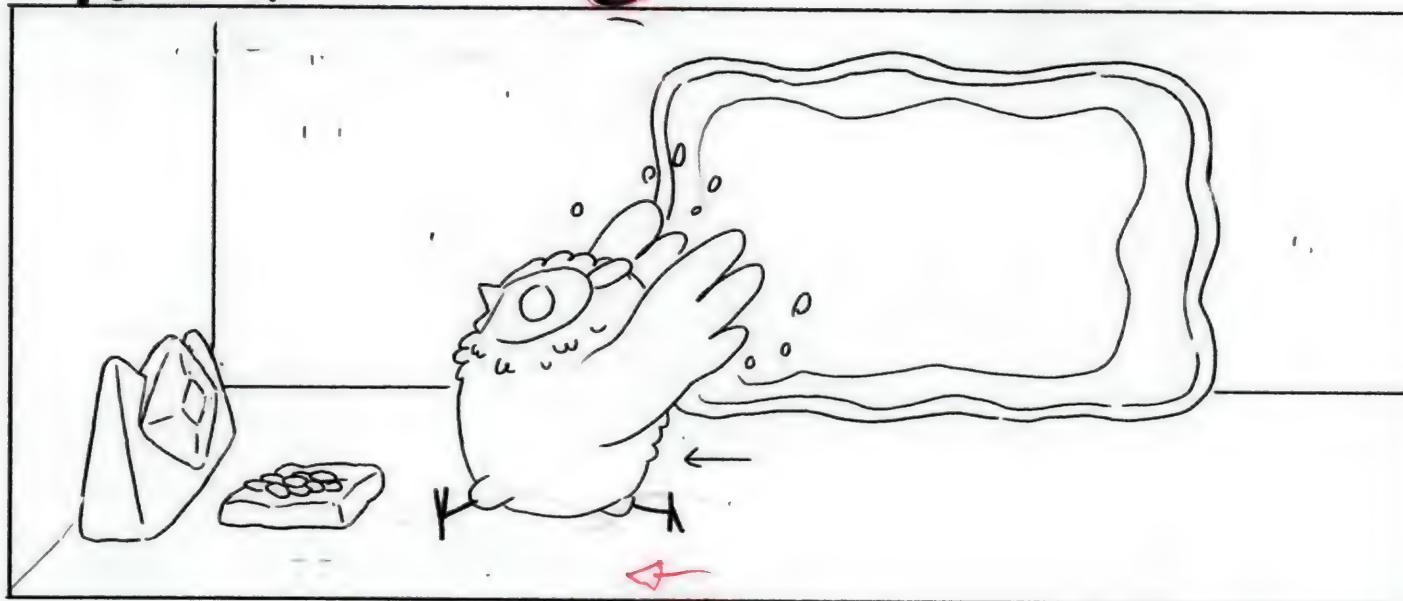
ADVENTURE TIME

Sc. 98 cont Pnl.

B



Page 141



1025/196

1025-696

EPISODE #

1025/196

Dialog:

pan
w/ action

Action:

CO RUNS TO TOKENS, DOESN'T BREAK STRIDE

SEP 12 2014

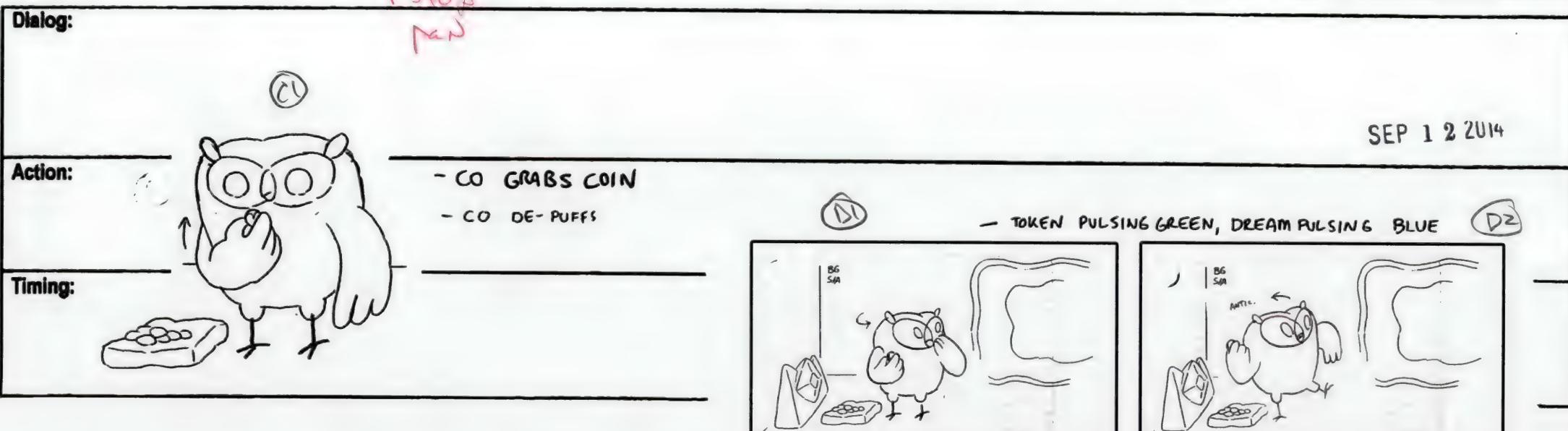
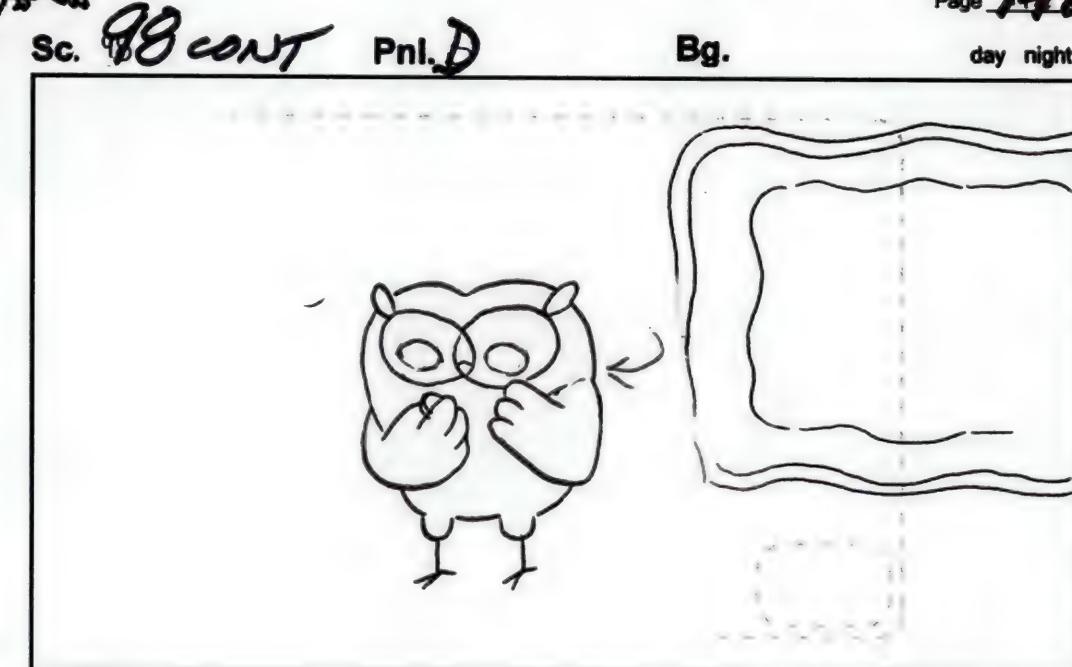
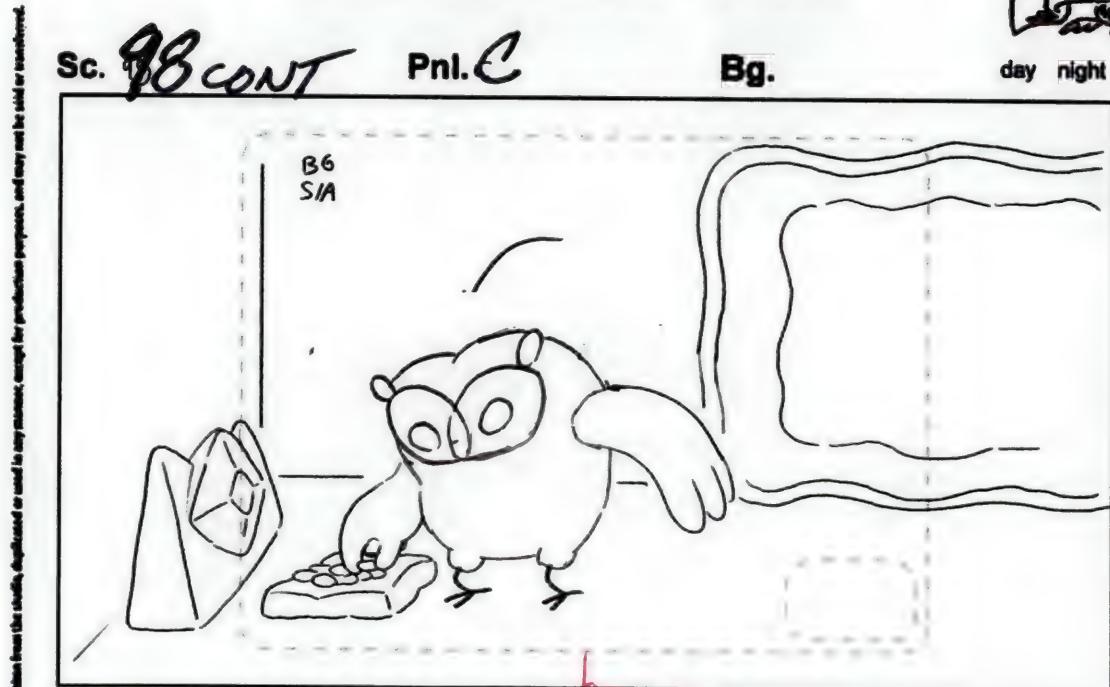
Timing:

Production:

1025/196

ADVENTURE TIME

1025/196



ADVENTURE TIME



Page 143

Sc. 98 cont Pnl. E

Bg.

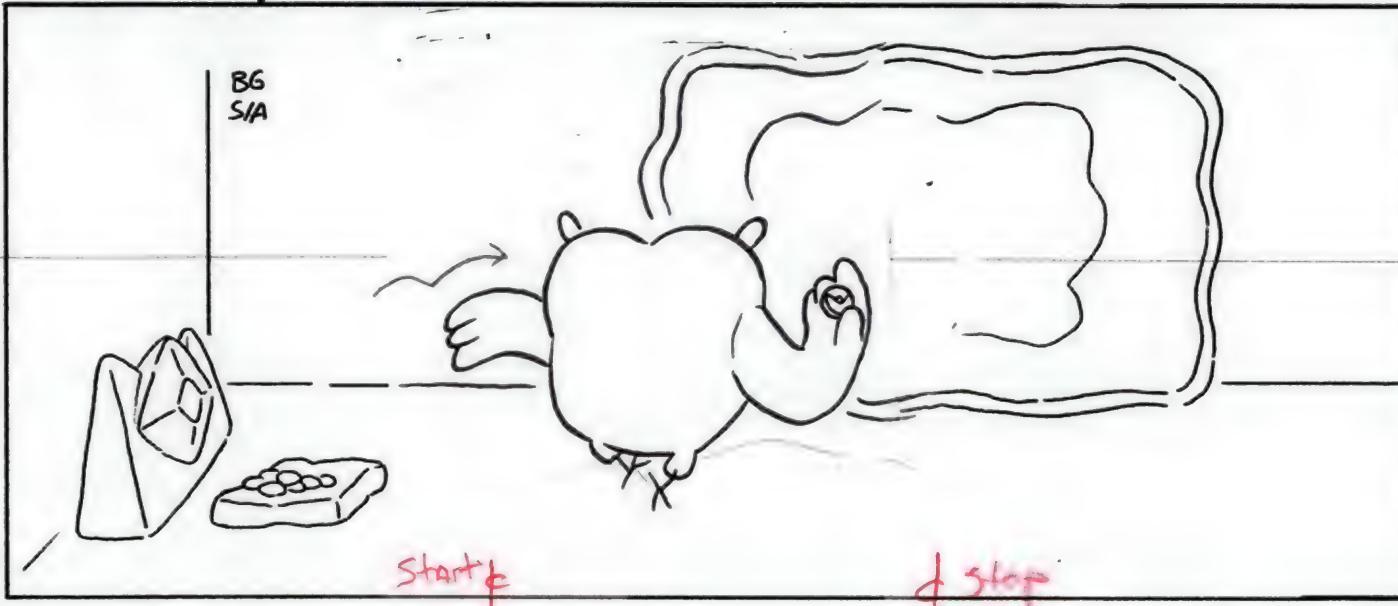
Hu Action
Cut

1025-196

1025/196

EPISODE #

1025/196



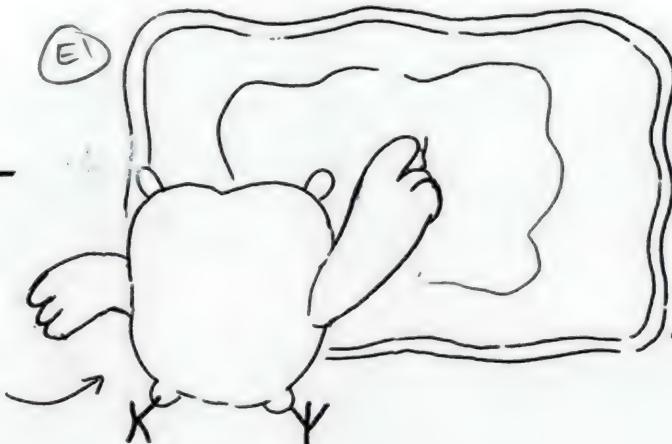
Dialog:

PAN
w/ ACTION

Action:

- CO DASHES BACK & SLAPS TOKEN INTO DREAM
- ADJ. W/ ACTION

Timing:



Production:

1025/196

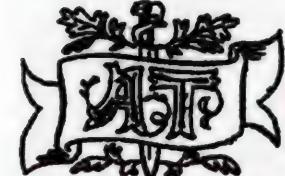
Hi Cut

ADVENTURE TIME

Sc. 99

Pnl. A

Bg.



Hi Cut

day night

Sc. 100

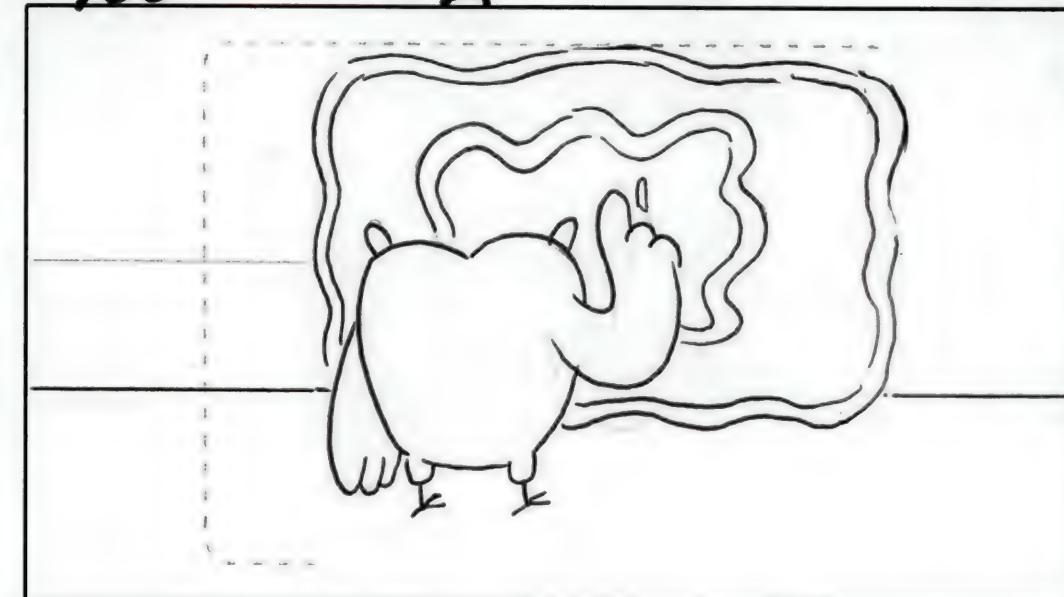
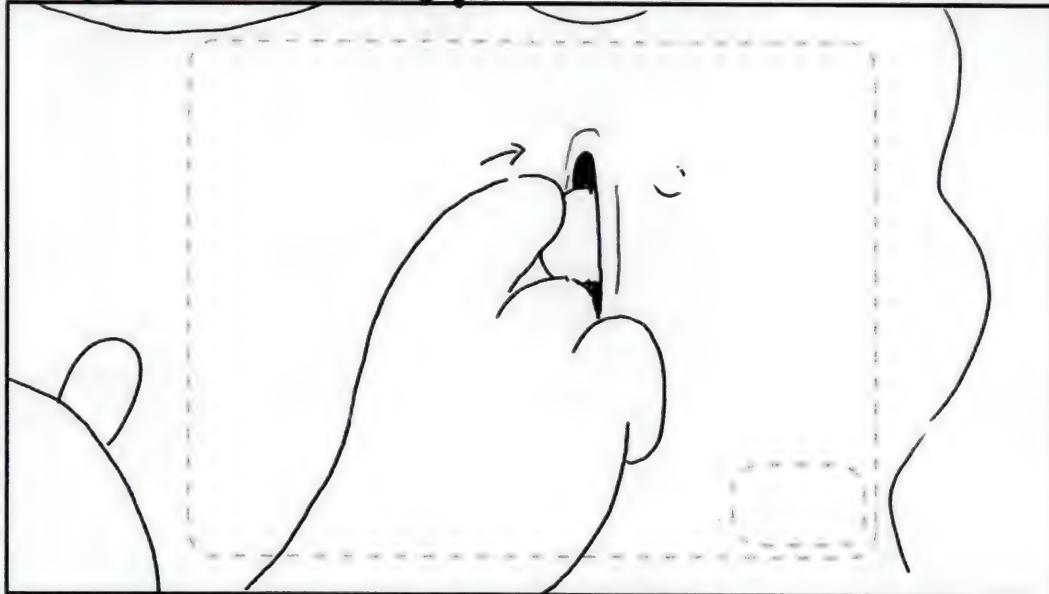
Pnl. A

Bg.

Page

144
134 ANEXT

day night



Dialog:

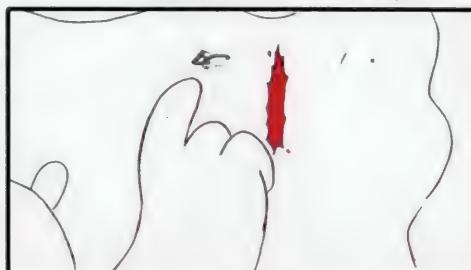


Action:

- CO INSERTS COIN INTO DREAM
- SLOT FLASHES RED ("WRONG DREAM")

Timing:

(A2)

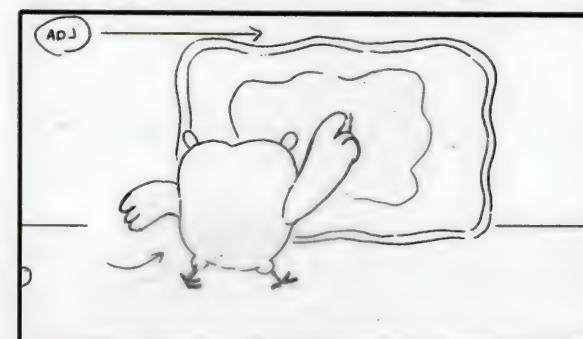


-

- CO ENTERS DREAM

(A1)

SEP 12 2014



Production:

EPISODE #

1025-196

1025/196

1025/196

ADVENTURE TIME



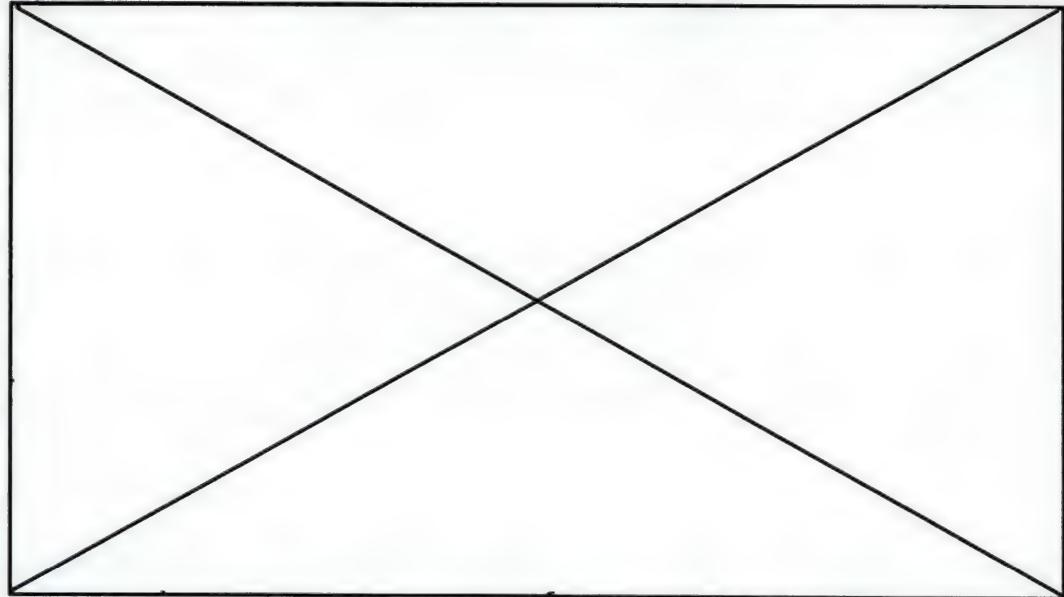
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Sc.

Pnl.

Bg.

day night



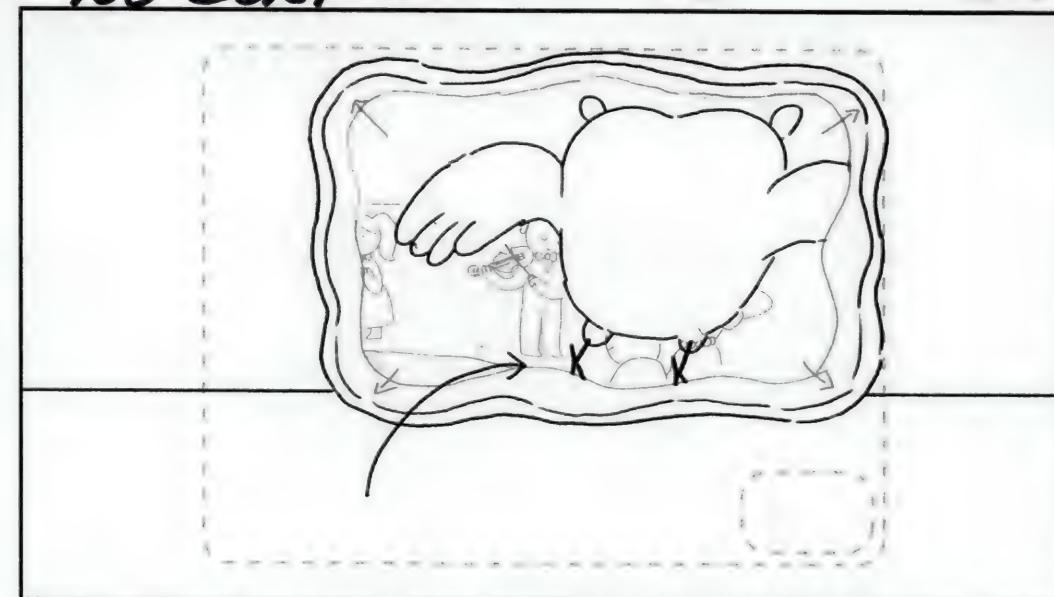
Sc. 100 cont Pnl. B

Bg.

Page 144A

100 next

day night



EPISODE #

1025-196

1025/196

Dialog:

Action:

- CO ENTERS DREAM

SEP 12 2014

Timing:

Production:

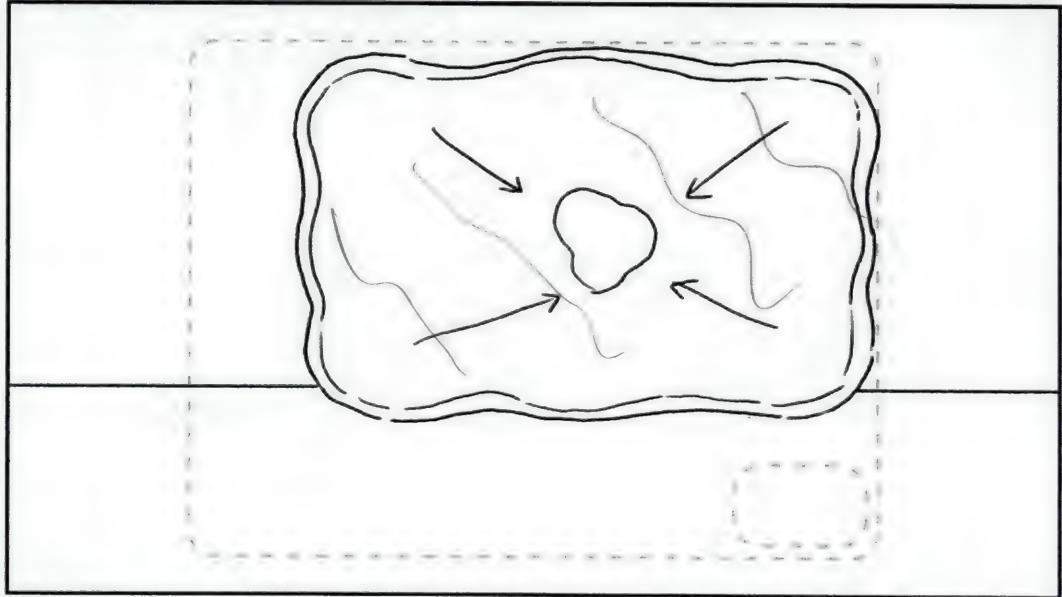
1025/196

ADVENTURE TIME

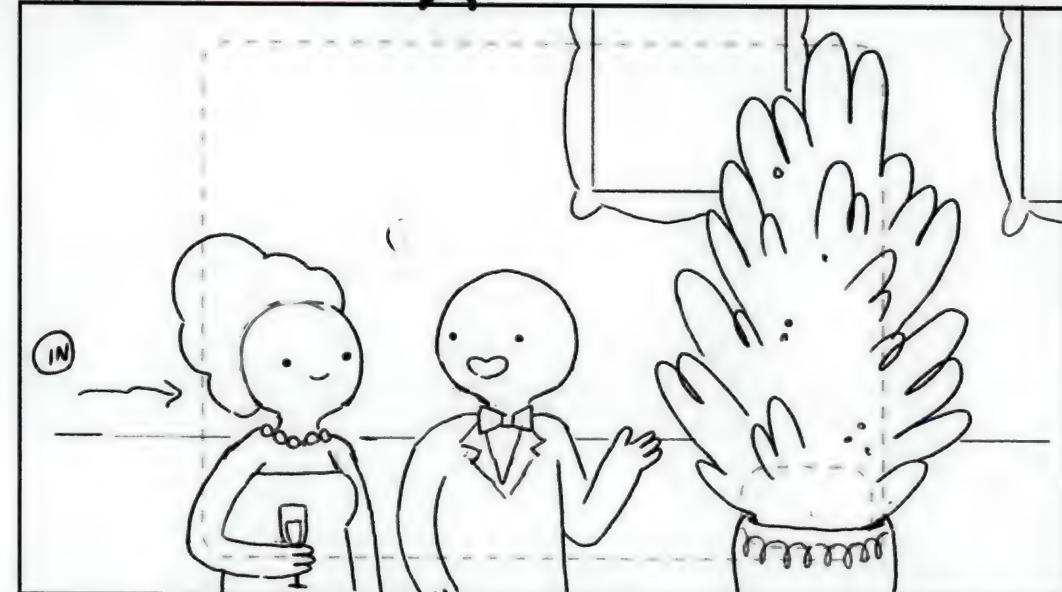
Sc. 100 cont Pnl. C Bg. day night



Page 145



Sc. 101 Pnl. A Bg. day night



1025-196

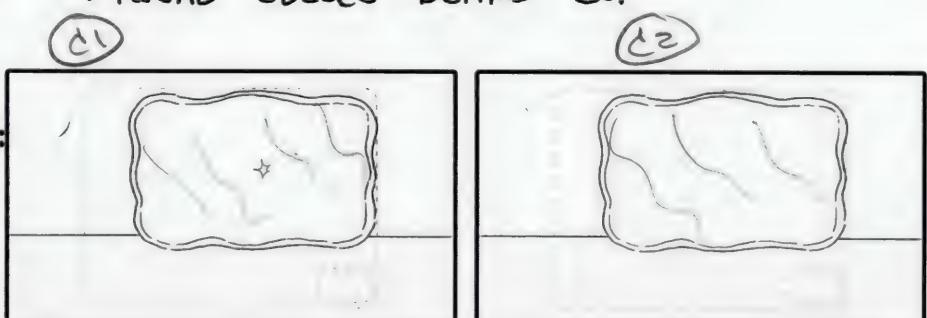
EPISODE #

1025/196

Dialog:

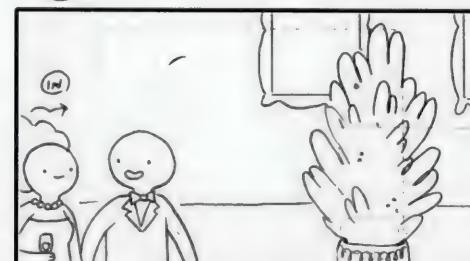
SEP 12 2014

Action: - PORTAL CLOSES BEHIND CO.



Timing:

- PARTY GOERS WALK ON



A1

Production:



1025/196

ADVENTURE TIME



Page 146

Sc. 101/cont Pnl. B

Bg.

day night

Sc. 101/cont Pnl. C

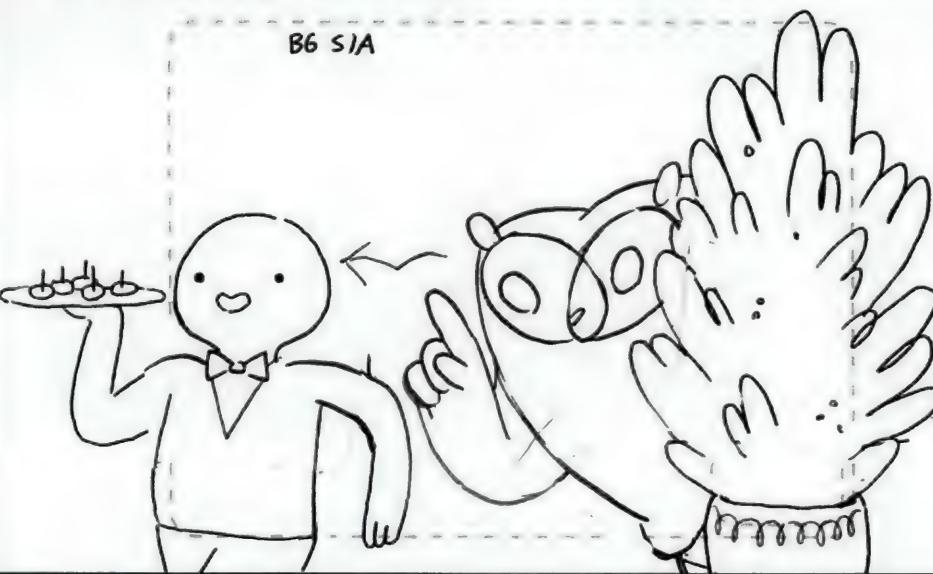
Bg.

day night

B6
S/A



B6 S/A

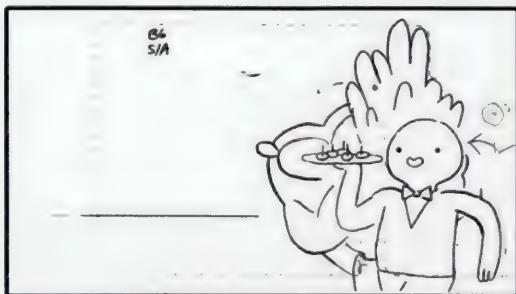


Dialog:

CO / 'SCUSE ME

Action:

(B1) - C.O. PEAKS OUT FROM BEHIND BUSH.



Timing:

WAITER WALKS BY WITH APPLES

SEP 12 2014

EPISODE #

1025-196

Production :

1025/196

1025-196

1025/196

ADVENTURE TIME



Sc. 101/cont Pnl. D

Bg.

day night

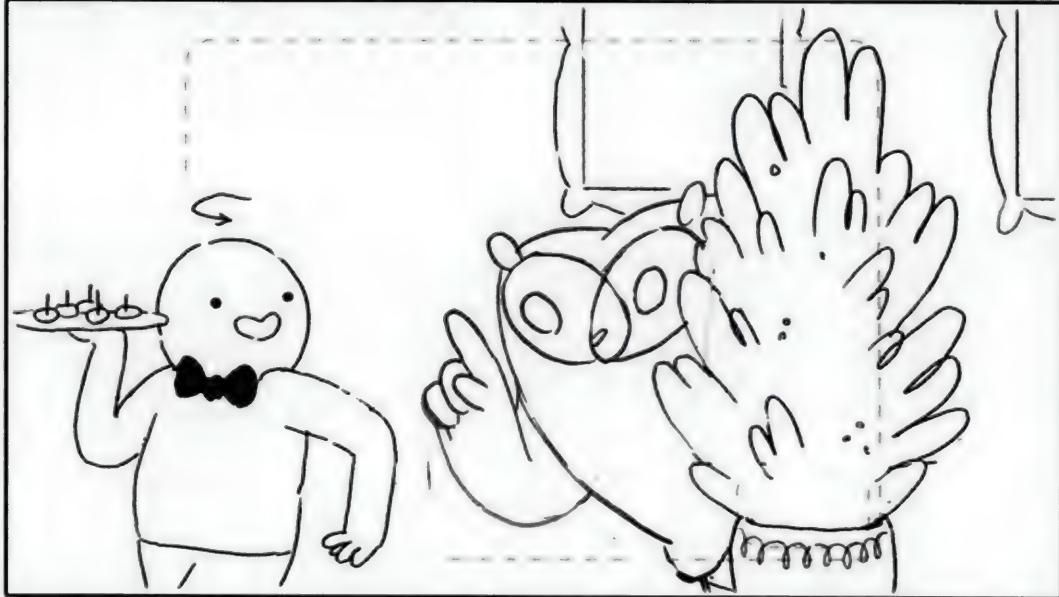
Page 147

day night

Sc. 101/cont Pnl. E

Bg.

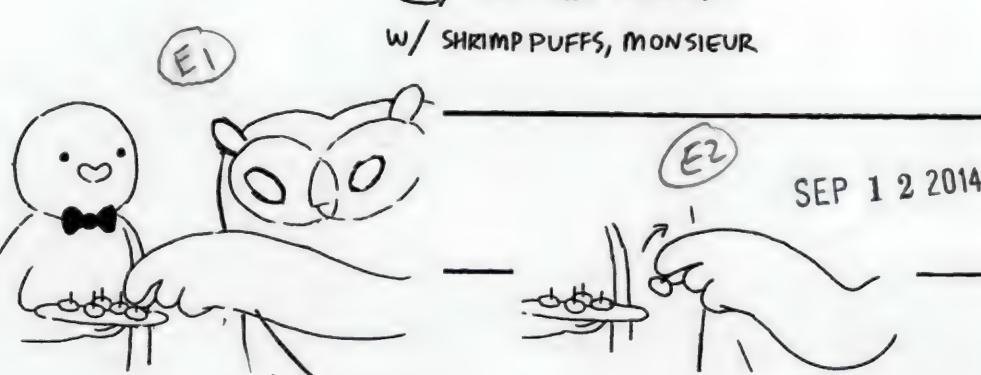
day night



Dialog:

(S) / ARE THESE WEENIES?
W/ SHRIMP PUFFS, MONSIEUR

Action:



Timing:

SEP 12 2014

EPISODE #

1025-196

Production:

1025 / 196

1025 / 196

ADVENTURE TIME

1025/196

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Sc. 101/cont Pnl. F Bg. day night

Sc. 102 Pnl. A Bg. day night

Page 148

1025-196

EPISODE #

Production :

1025/196

Sc. 101/cont Pnl. **F** Bg. day night

Sc. 102 Pnl. **A** Bg. day night

Dialog:

CO / (SADLY) OH...

BW / * SIGH *

Action:

- WAITER WALKS OFF/S

- CO LOOKS BACK

Timing:

SEP 12 2014

1025/196

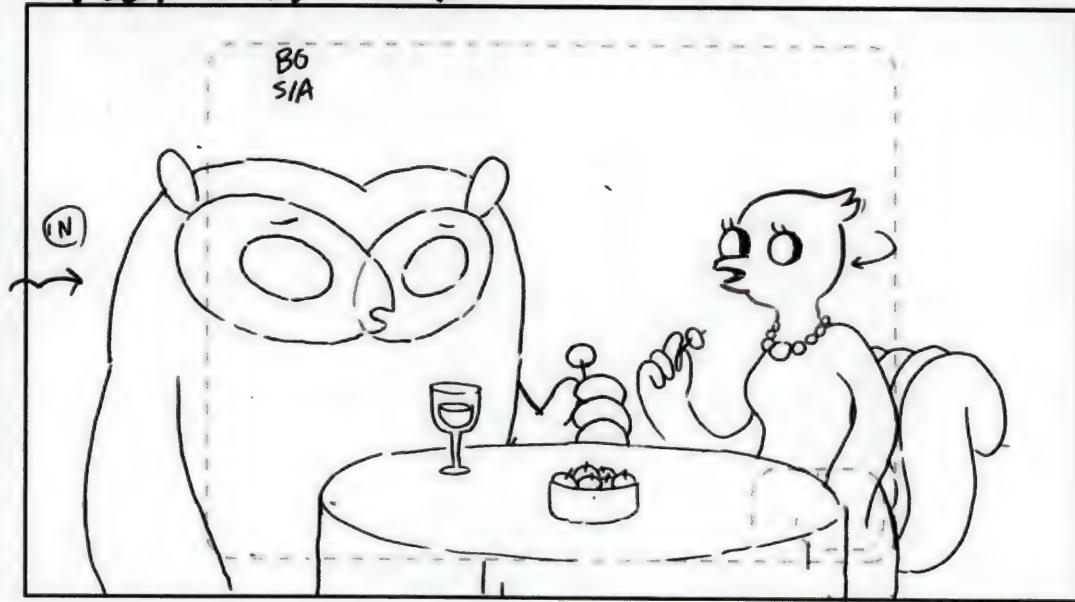


ADVENTURE TIME

1025/196

Sc. 102 CONT Pnl. B

Bg.



Page

1449

Sc. 103

Pnl. A

Bg.

day night

day night



EPISODE #

1025-196

1025/196

Dialog:

CO / UH... HI.

BW / OH!

BW / IS THAT A WEENIE?
CO / (VB) IT'S A SHRIMP PUFF.

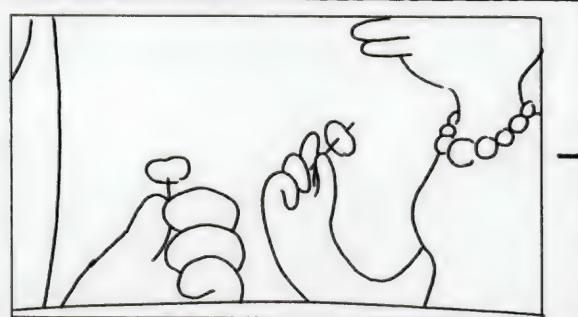
SEP 12 2014

Action:

CO ENTERS, BW TURNS HEAD WHEN HE SPEAKS

- BW LEANS
IN.

Timing:

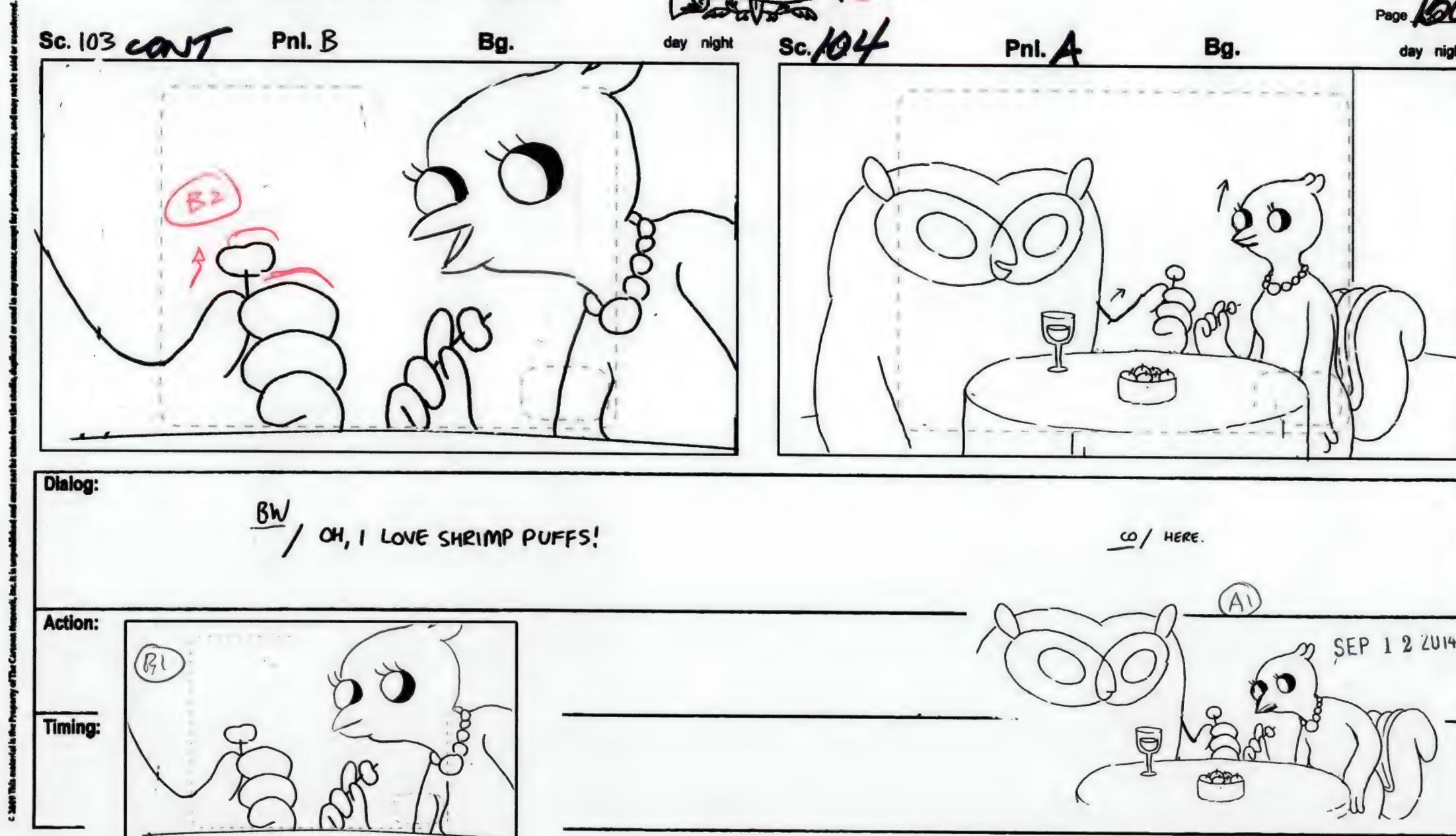


Production :

1025/196

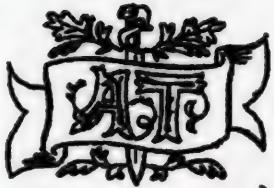
ADVENTURE TIME

1025/196



1025/196

ADVENTURE TIME



Sc. 104 cont Pnl. B

Bg.

day night

Page 151

day night



Sc. 104 cont Pnl. C

Bg.

day night



1025/196

Dialog:

BW THIS IS A DREAM COME TRUE!

Action:

SEP 12 2014

Timing:

Production:

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME

1025/196

Sc. 104 cont Pnl. D

Bg.



day night



Sc. 105

Pnl. A

Bg.

day night

Page 152



Dialog:

CO: Uh-Huh

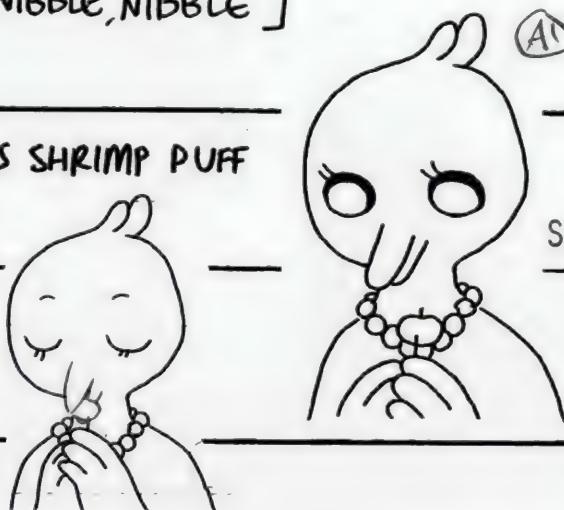
BW: [NIBBLE, NIBBLE]

Action:

CO TUGS AT HIS "COLLAR" UNCOMFORTABLY

-BW NIBBLES SHRIMP PUFF

Timing:



SEP 12 2014.

Production

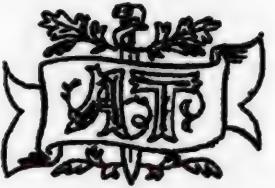
1025-196

EPISODE #

1025/196

1025/196

ADVENTURE TIME



Page 153

day night

Hot Cut

Sc. 105 CONT Pnl. B

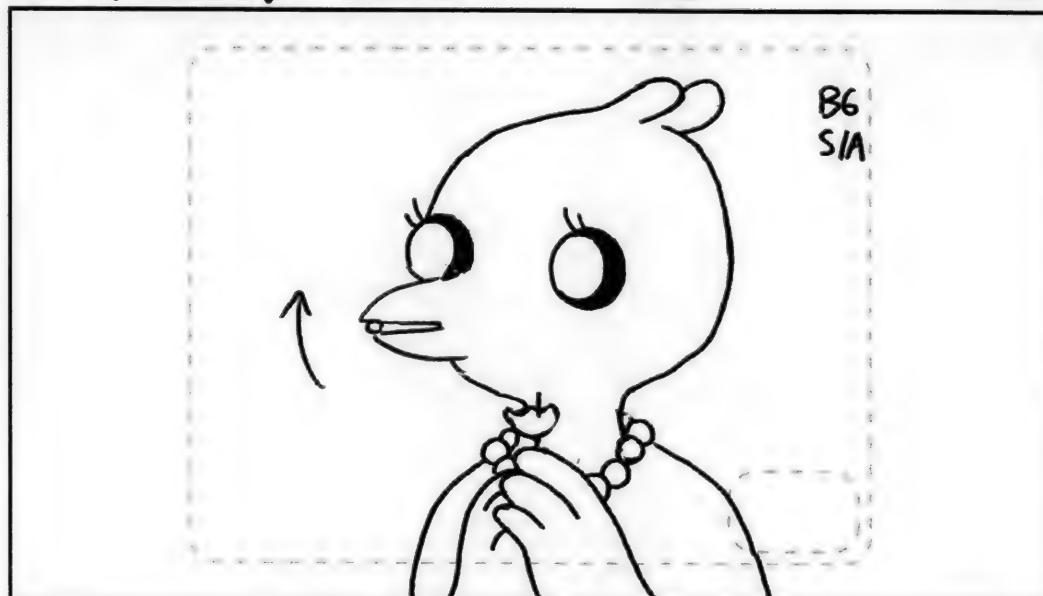
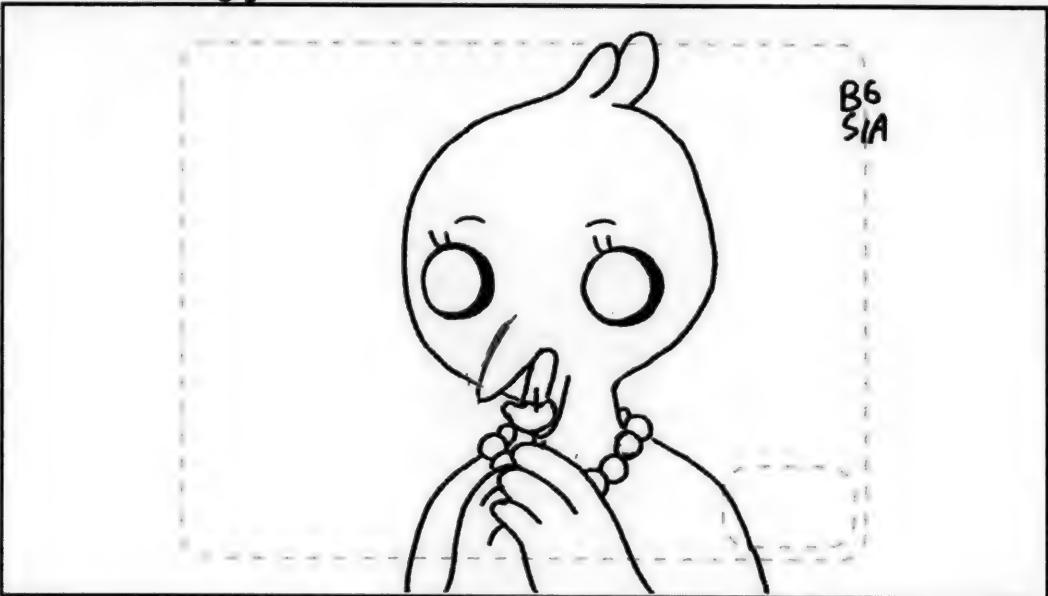
Bg.

day night

Sc. 105 CONT Pnl. C

Bg.

day night



1025/196

Dialog:

Action:

BW
, NOTICES SOMETHING

SEP 12 2014

Timing:

Production :

1025-196

1025/196

W Cut

ADVENTURE TIME



Sc. 106

Pnl. A

Bg.

day night

Page

154

day night

H Cut



Sc. 106 cont Pnl. B

Bg.

1025-196

EPISODE #



Dialog:

(A)

BW / Do I know you?

OC: I'M CRASHING

BW: OHHH.

Action:



SEP 12 2014

Timing:

Production:

1025/196

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1025/196

ADVENTURE TIME

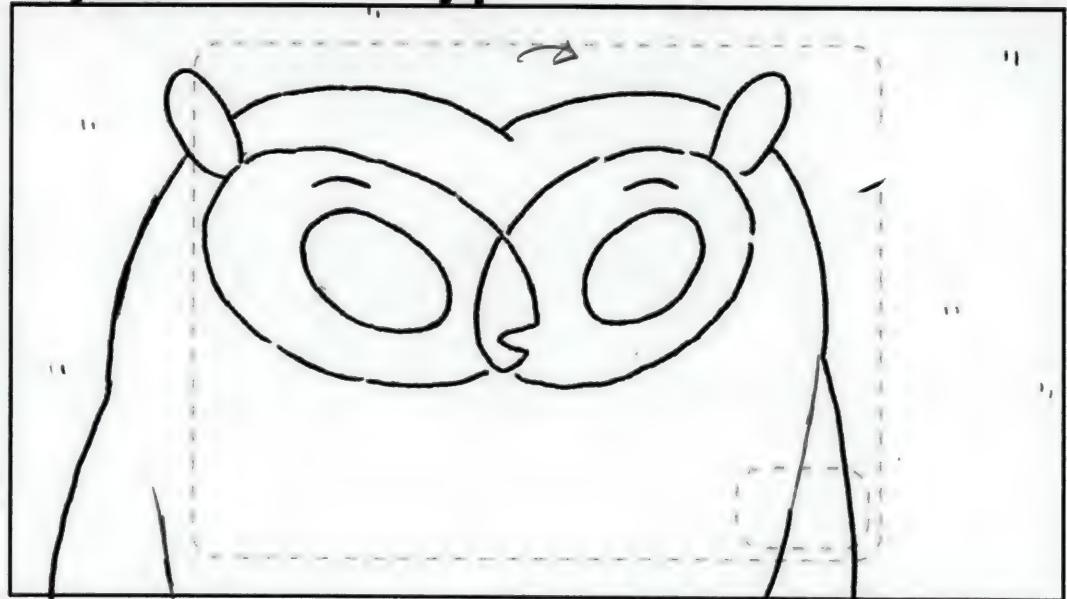


Sc. 107

Pnl. A

Bg.

day night



Sc. 107 cont

Pnl. B

Bg.

day night



Page 155

1025/196

1025-196

EPISODE #

1025/196

Dialog:

CO/ I SAW YOU IN A DREAM AND I HAD TO SEE YOU AGAIN...

(A1)

CO/ EVEN THOUGH JUST BY ME BEING HERE,
events in this dream will come true.

Action:



SEP 12 2014

Timing:

Production:

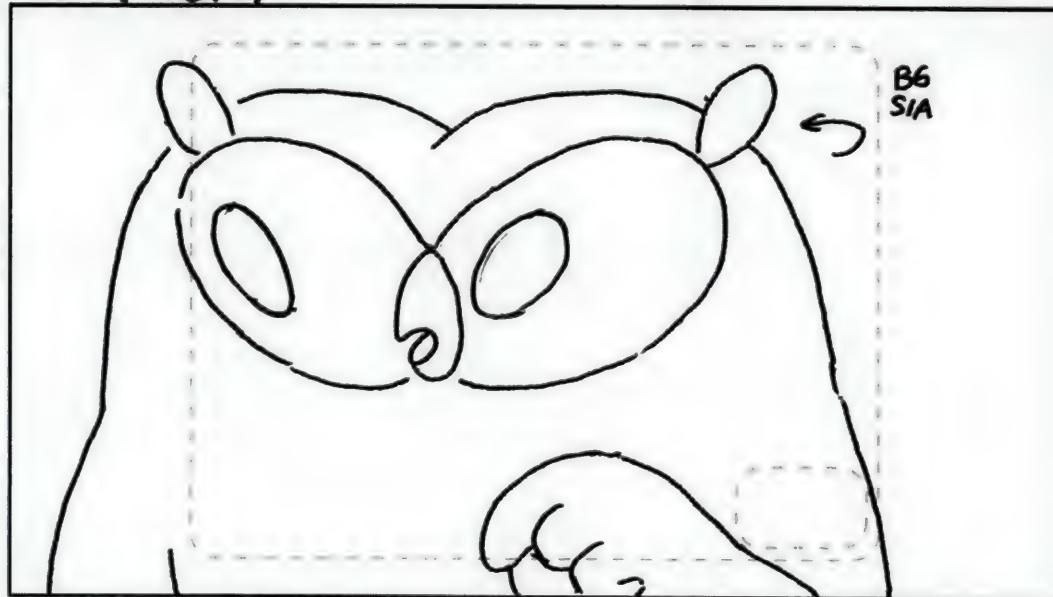
1025/196

ADVENTURE TIME

1025/196

Sc. 107 cont Pnl. C

Bg.



day night

Page 156

day night

Sc. 108

Pnl. A

Bg.



EPISODE #

1025-196

1025-196

SEP 1 2 2014

Production:

Dialog:

WAITER / (o/s) WHOAAAA!

w/ WHOAH WHOAH WHOAH WHOAH

Action:



Timing:

1025/196

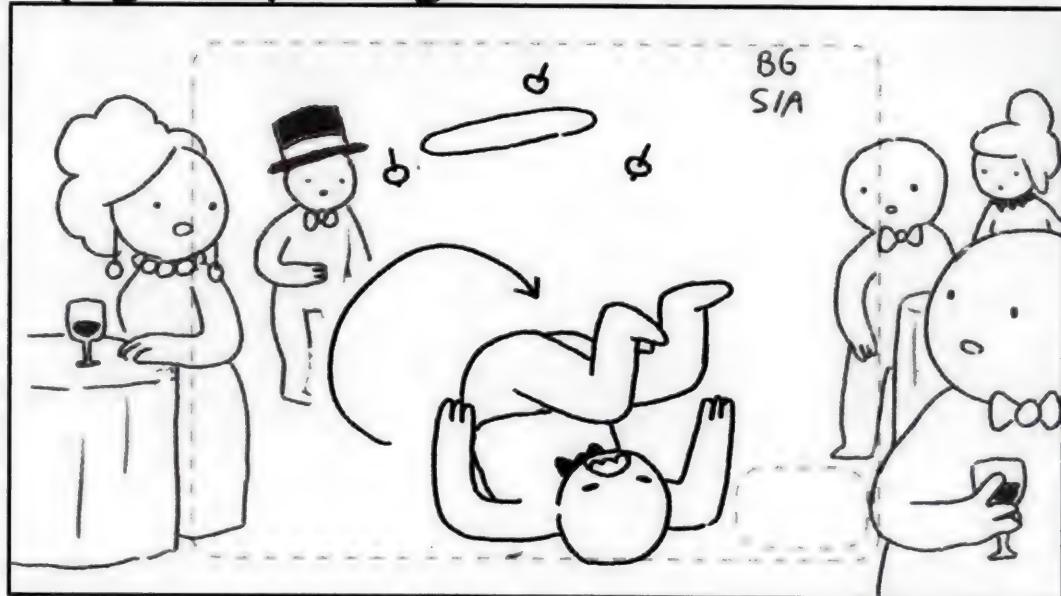
ADVENTURE TIME



Sc. 108 cont Pnl. B

Bg.

day night

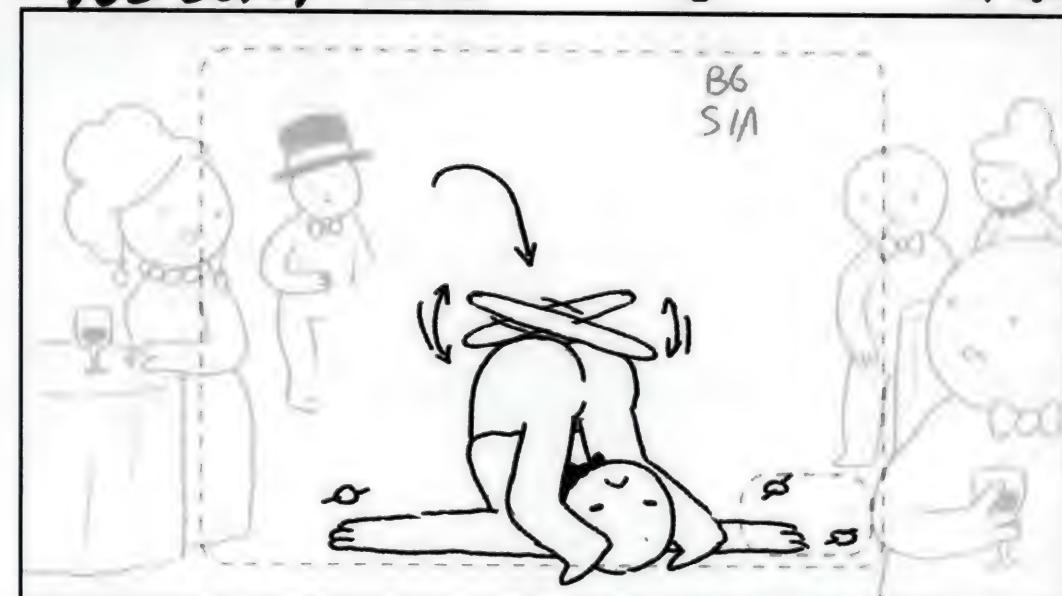


Sc. 108 cont Pnl. C

Bg.

day night

B6
S1A



Dialog:

W/ AH — UNNHHH!

SFX / * CLATTER *

Action:

— WAITER FLIPS & LANDS ON HIS BACK

TRAY LANDS ON WAITER'S BUTT

SEP 12 2014

Timing:

Production:

EPISODE #

1025-196

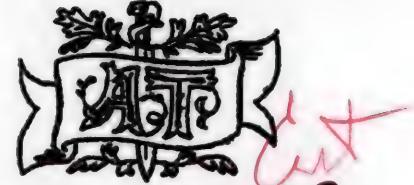
1025/196

ADVENTURE TIME

1025/196

Sc. 108 cont Pnl. D

Bg.



day night

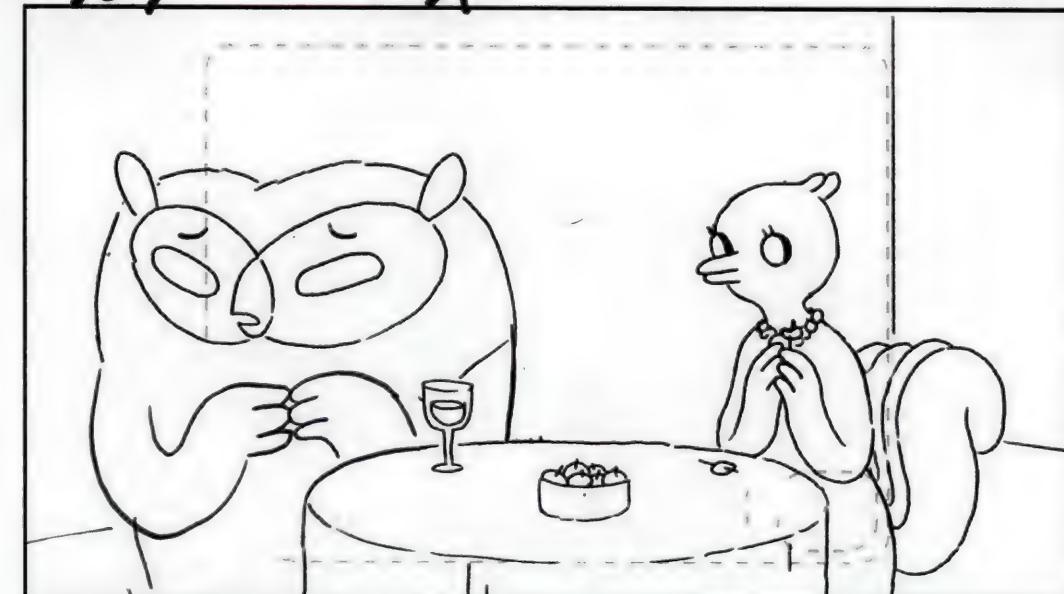
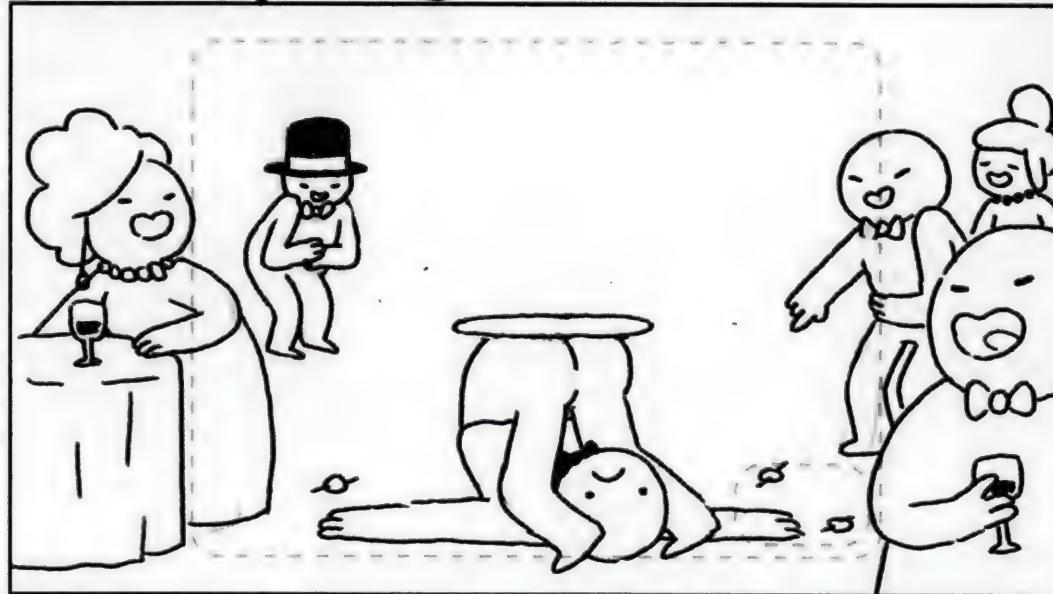
Sc. 109

Pnl. A

Bg.

day night

Page 158



Dialog:

CO / OH JEEZ ... THAT POOR GUY.

Action:

A1



SEP 12 2014

Timing:

Production:

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME

1025/196

Sc. 109 cont Pnl. B

Bg.

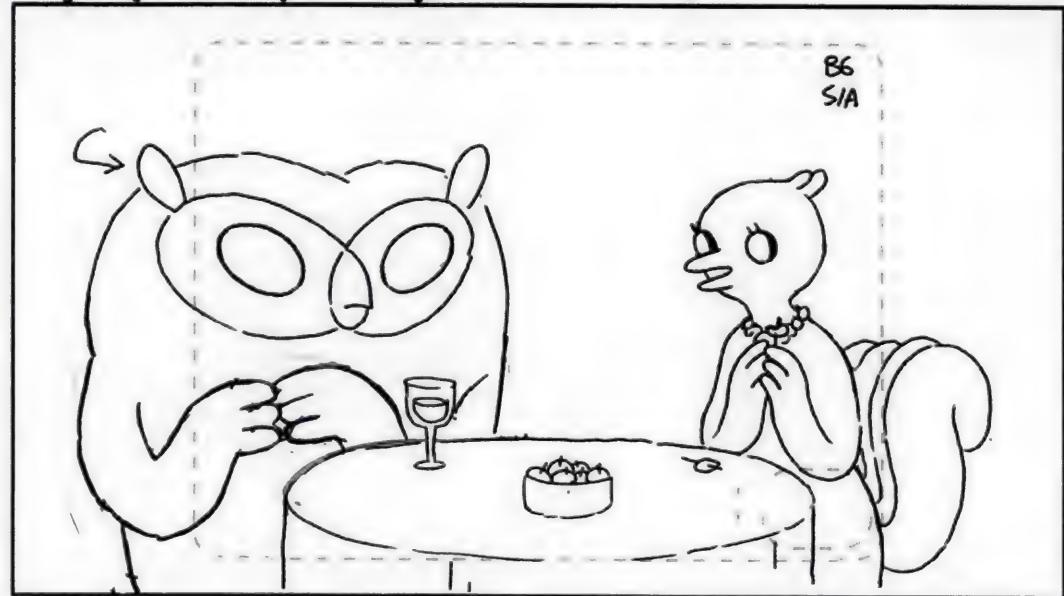


day night

Sc. 109 cont Pnl. C

Bg.

Page 159
day night



Dialog:

BW / WHOSE DREAM?
Co / HM?

Action:

- Co TURNS BACK TOWARDS BW

Timing:

BW / WHOSE DREAM DID YOU SEE ME IN?

Co



SEP 12 2014

Production:

1025-196

EPISODE #

1025/196

1025/196

1025/196

ADVENTURE TIME



Page 160

Sc. 109 cont

Pnl. D

Bg.

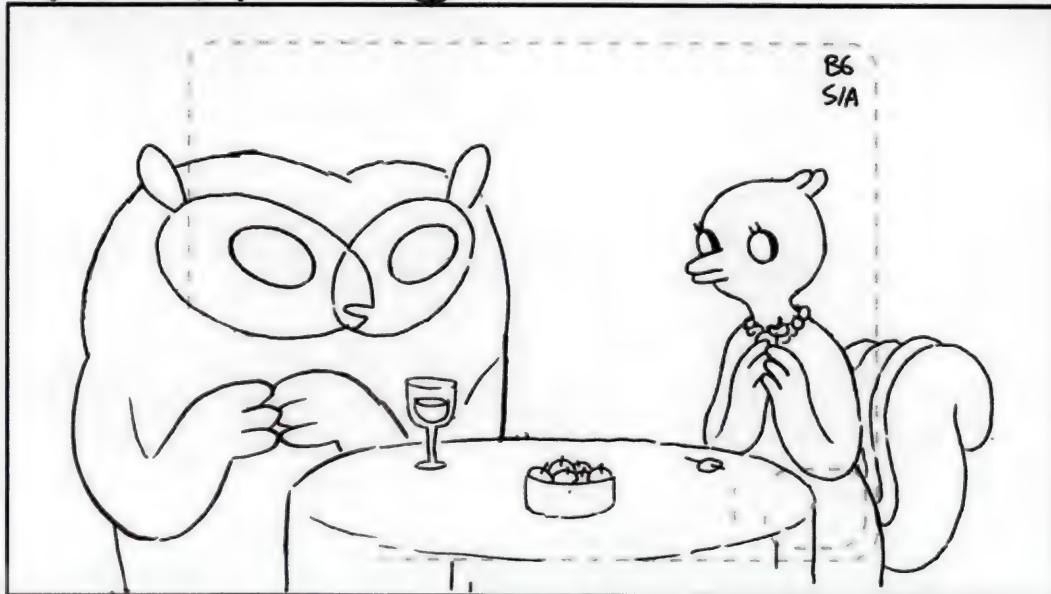
day night

Sc. 109 cont

Pnl. E

Bg.

day night



1025/196

EPISODE #

1025-196

1025/196

Dialog:

CO / OH, UH, FINN THE HUMAN

BW :
HM.

SEP 12 2014

Action:

Production :

Timing:

1025/196

ADVENTURE TIME



Page 161

Sc. 109 cont Pnl. F

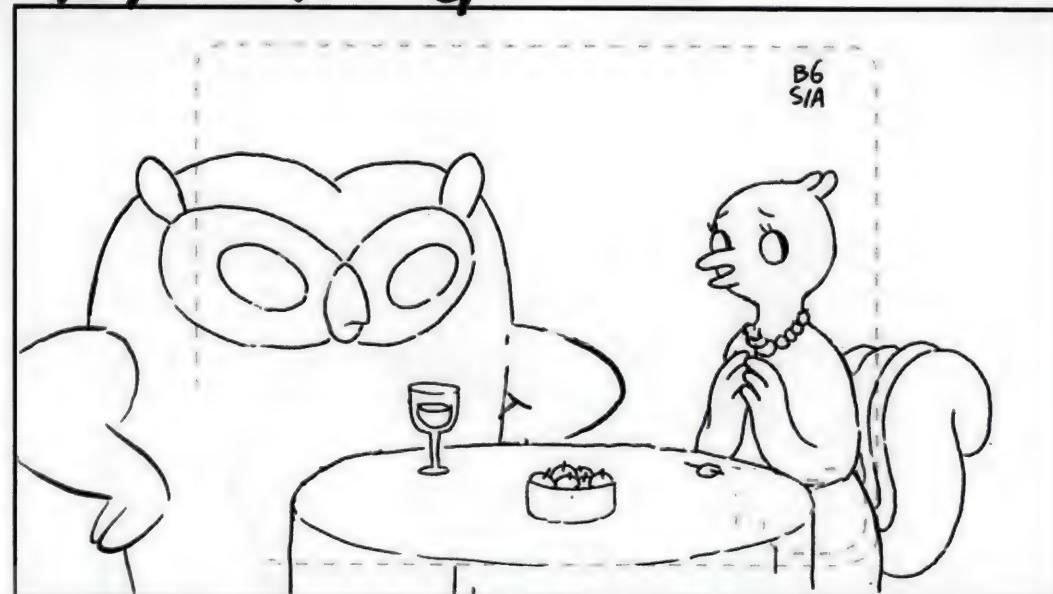
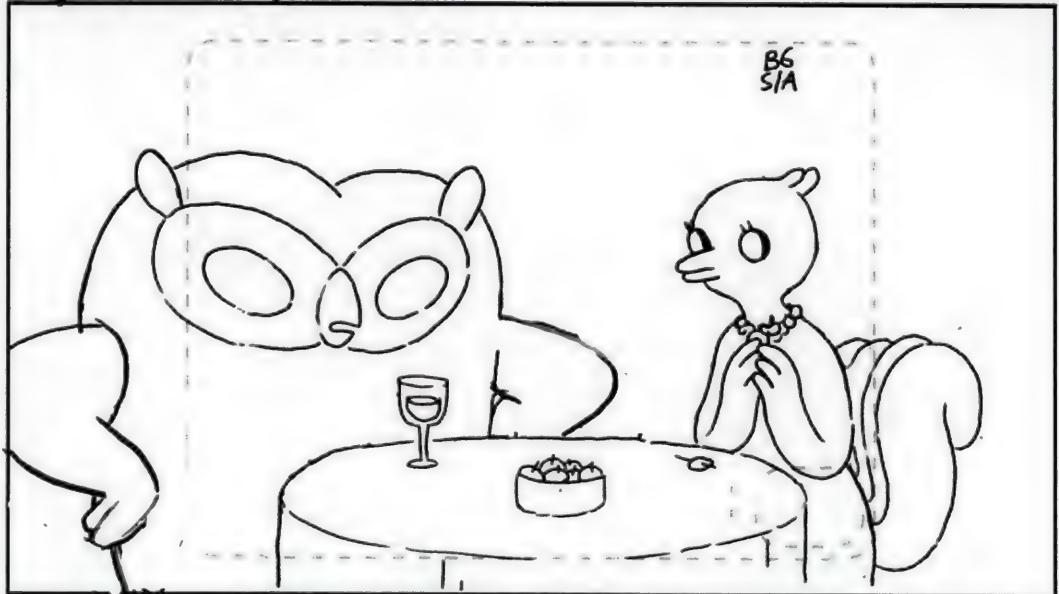
Bg.

day night

Sc. 109 cont Pnl. G

Bg.

day night



Dialog:

CO / I SHOULDN'T BE HERE.

BW: NO!

Action:

- CO PUTS HANDS ON HIPS. FL



SEP 12 2014

Timing:

Production :

1025/196

1025-196

1025/196

ADVENTURE TIME



HT
Cart

Page 162

Sc. 109 cont Pnl. H

Bg.

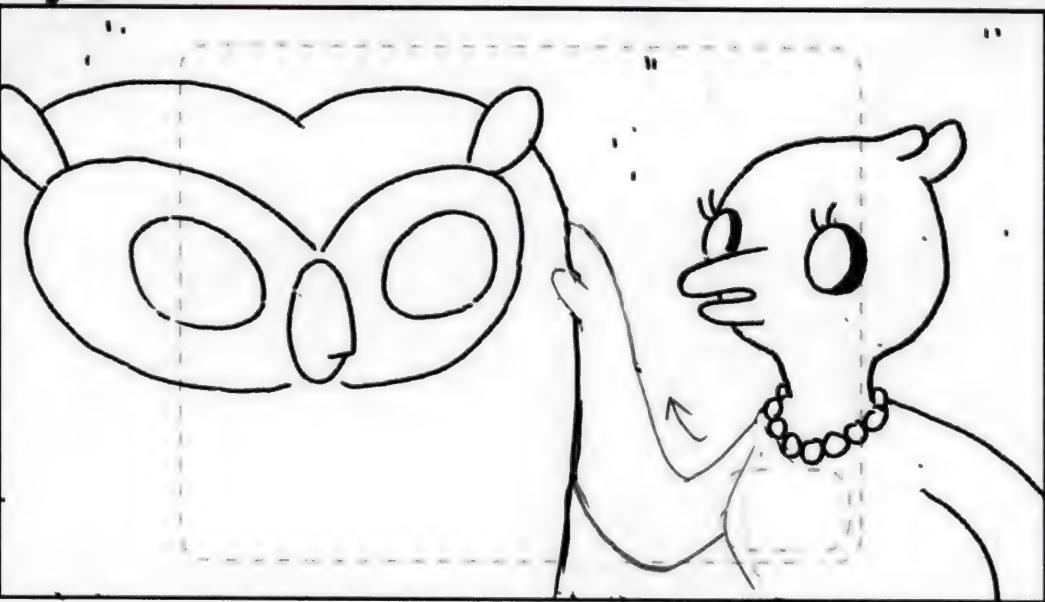
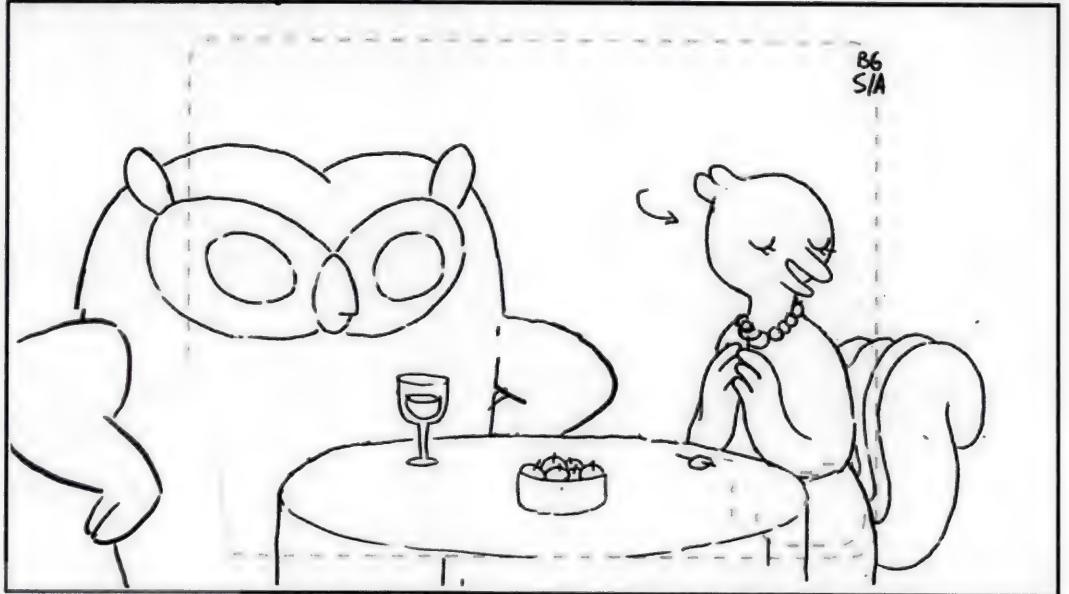
day night

Sc. 110

Pnl. A

Bg.

day night



Dialog:

BW: ...YOU INTRIGUE ME ...

BW / SO POWERFUL...

Action:

- BW TURNS AWAY.



Timing:

SEP 12 2014

- BW WALKS ON/S.
SHE GENTLY TOUCHES HIS FACE



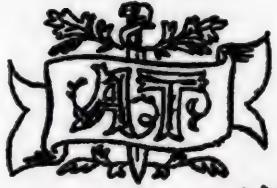
EPISODE #

1025-196

Production:

1025/196

ADVENTURE TIME



Page 163

HC Cut

Sc. 110 cont Pnl. B

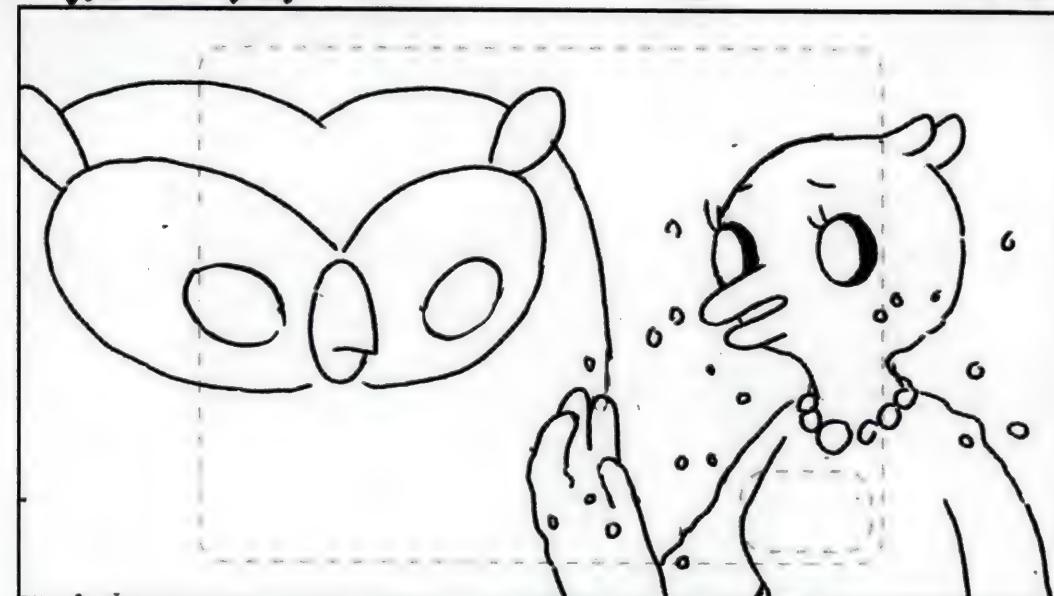
Bg.

day night

Sc. 110 cont Pnl. C

Bg.

day night



1025/196

Dialog:

BW / ... WHA...? (B2)

BW / WHAT'S HAPPENING?

Action:

- SHE STARTS TO FADE AWAY

(B1)



Timing:



SEP 12 2014

Production:

1025-196

EPISODE #

1025/196

ADVENTURE TIME

the
Cartoon

1025/196

Sc. 11

Pnl. A

Bg.

day night



Sc. 11/cont

Pnl. B

Bg.

day night

SIA



Dialog:

CO: YOU'RE WAKING UP!

BW: OH NO!

(A)

CO / CAN'T YOU GO BACK TO SLEEP?

BW: No, once I'M UP I'M UP...

Action:



SEP 12 2014

Timing:

Production:

Page 164

day night

1025-196

EPISODE #

1025/196

1025/196

ADVENTURE TIME

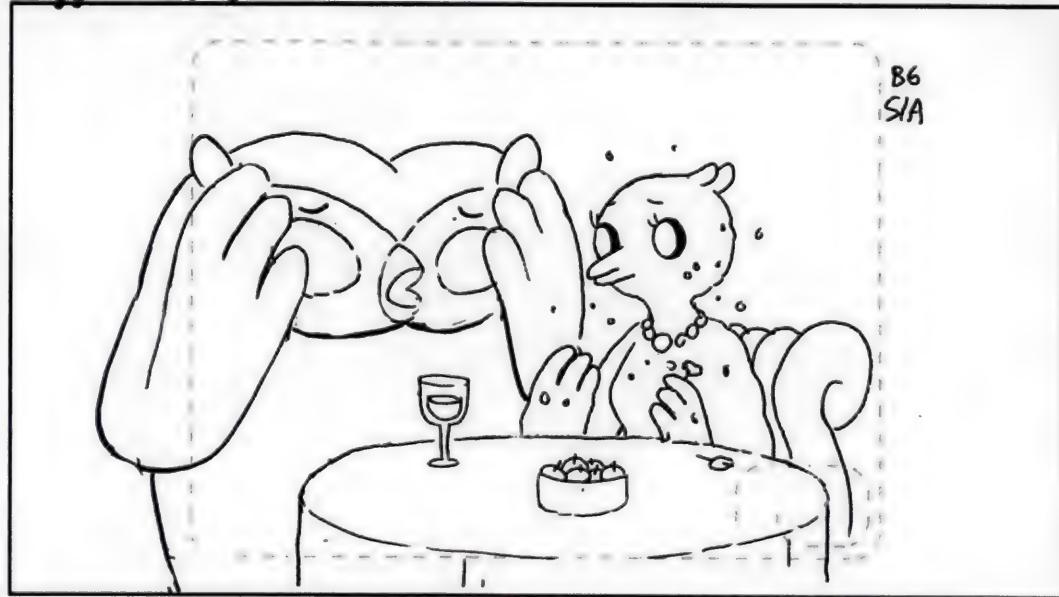


Page 165

Sc. 111 cont Pnl. C

Bg.

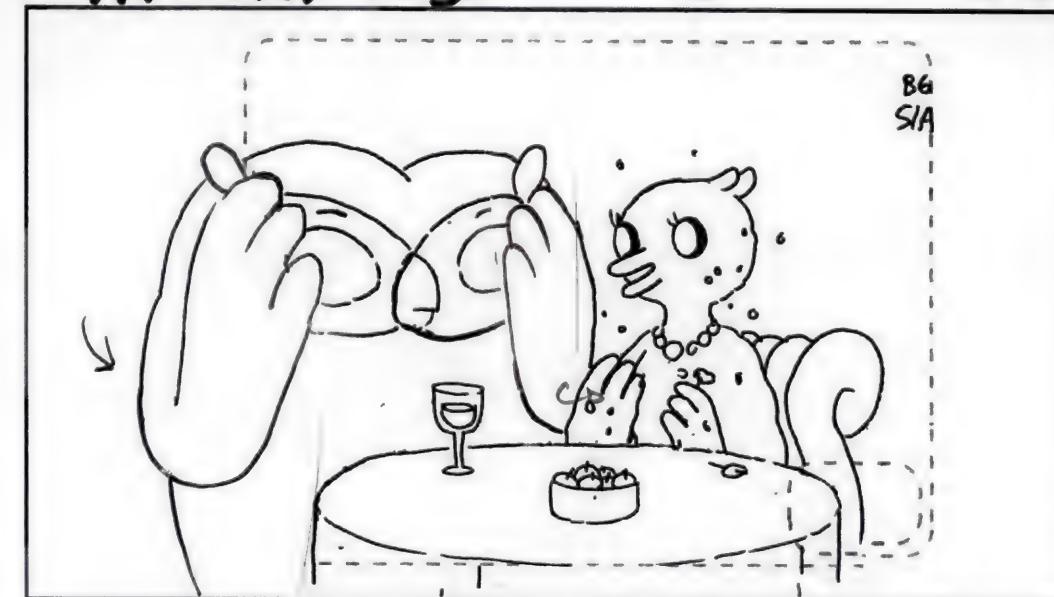
day night



Sc. 111 cont Pnl. D

Bg.

day night



1025/196

Dialog:

CO / BUT I WANT TO SEE YOU AGAIN!

BW ↗ I'D LIKE THAT.

SEP 12 2014

Action:

Production :

Timing:

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME



Page 166

Sc. 11 cont Pnl. E

Bg.

day night

Sc. 11 cont Pnl. F

Bg.

day night



1025/196

1025-196

EPISODE #

1025/196

Dialog:

co/ OKAY! I'LL BOOKMARK YOUR DREAM
COORDINATES AND COME TO YOU TOMORROW NIGHT.

BW : [QUICK NIBBLING]

Action:



DG FINISHES HER SHRIMP PUFF

SEP 12 2014

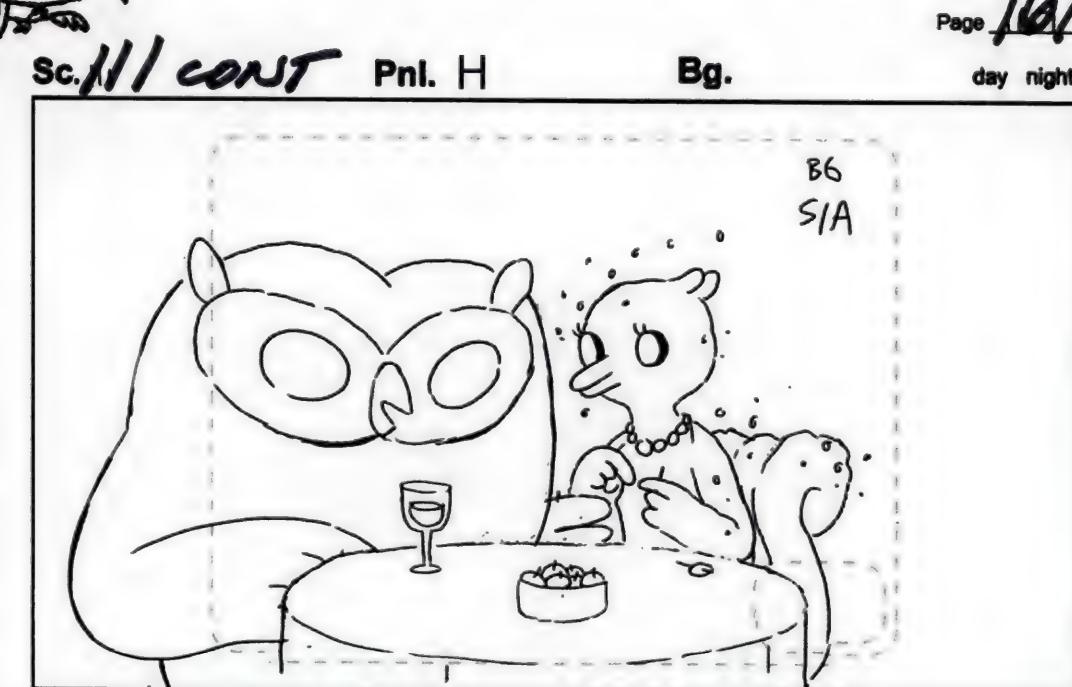
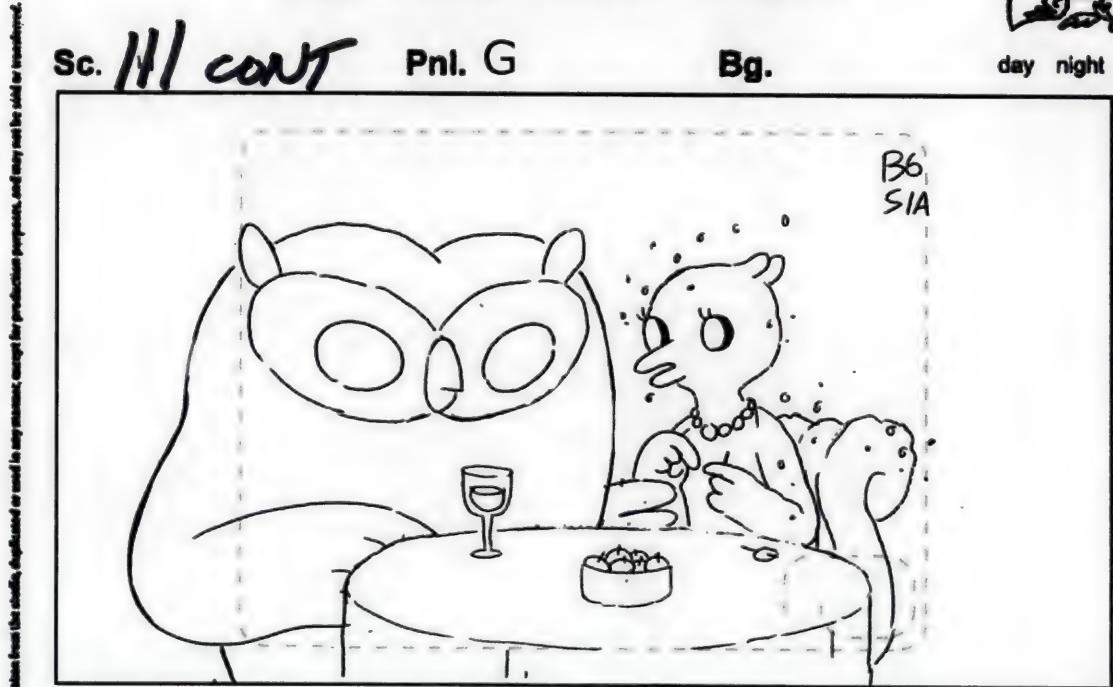
Timing:

Production :

1025/196

ADVENTURE TIME

1025/196



Dialog:

BW / WHAT DO I DO WITH THE TOOTHPICK?

CO: I'LL TAKE IT!

Action:

SEP 12 2014

Timing:

Production:

EPISODE #

1025-196

1025/196

ADVENTURE TIME



Page 168

Sc. II cont Pnl. I

Bg.

day night

Sc. II cont Pnl. J

Bg.

day night



1025/196

1025-196

EPISODE #

1025/196

Dialog:

Action:

- CO TAKES TOOTHPICK AS SHE FADES AWAY

Timing:



SEP 12 2014

Production:

1025/196

ADVENTURE TIME

1025/196

Sc. 11 cont

Pnl. K

Bg.



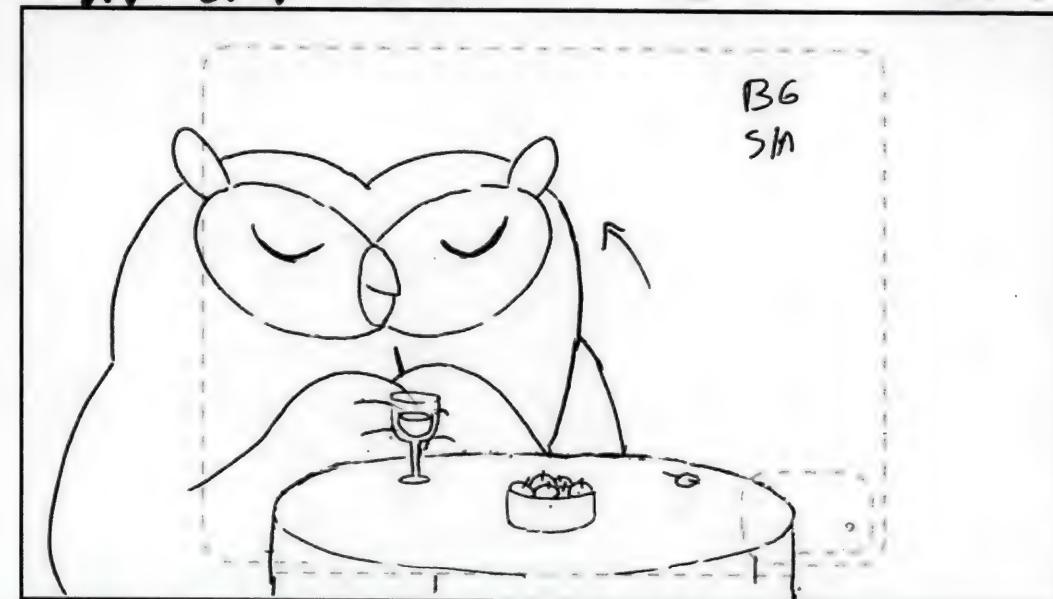
day night

Sc. 11 cont

Pnl. L

Bg.

Page 169
169A Night
CUT w/ X
MISS post



Dialog:

X DRESS

Action:

- CO CLOSES HIS EYES AND LEANS BACK.

SEP 12 2014

Timing:

EPISODE #

1025-196

1025/196

Production:

1025/196

ADVENTURE TIME



Cut w/ X Diss
to diss

Page 169A

170 NEXT Cut

Sc.

Pnl.

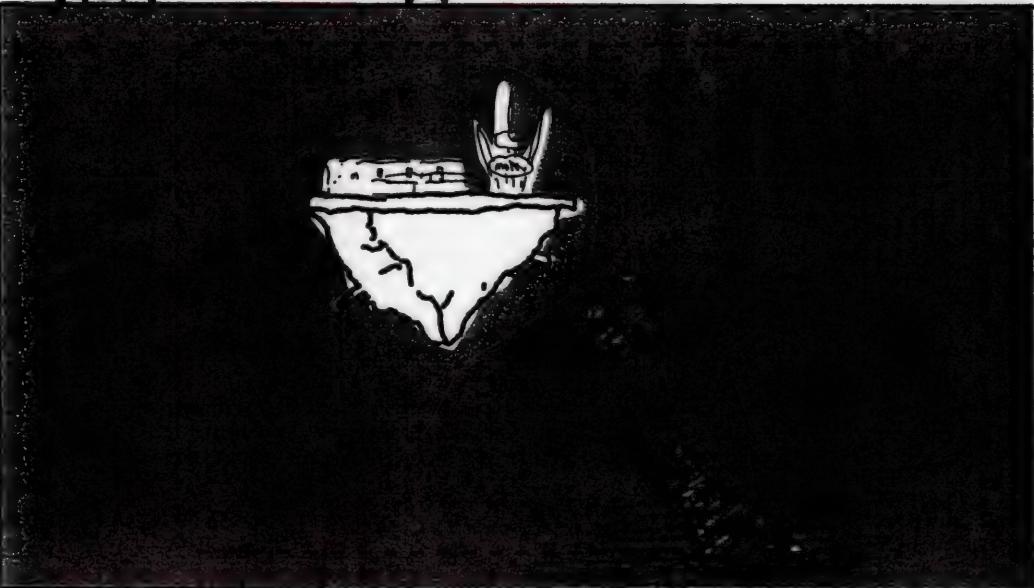
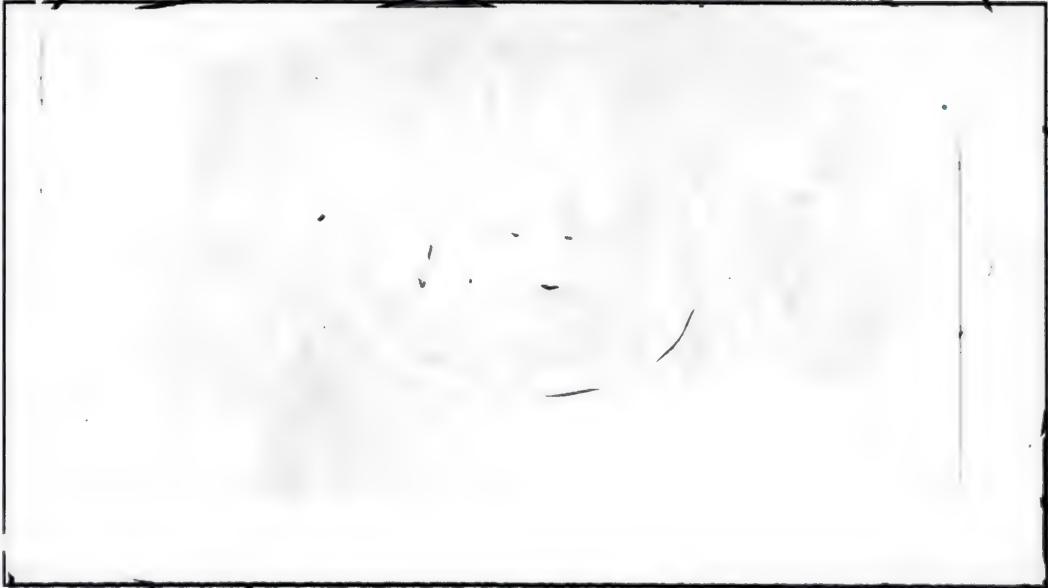
Bg.

day night

Sc. 11A

Pnl. A

Bg.



EPISODE# 1025-196

1025/196

Dialog:

X Diss X (vo)

P: ...And so then she was like,
I really like you,--

Action:

-EXT. COSMIC OWL'S MOTEL.

SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME

1025/196

Sc. 1/2

Pnl. A

Bg.

day night

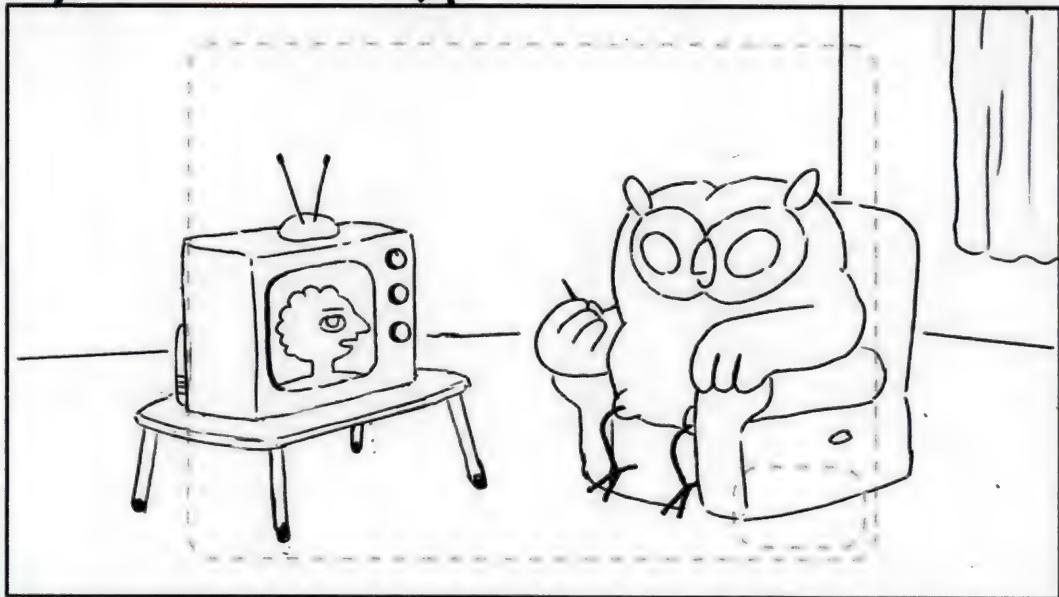
Page 170

day night

1025-196
1025-196

EPISODE #

Production:



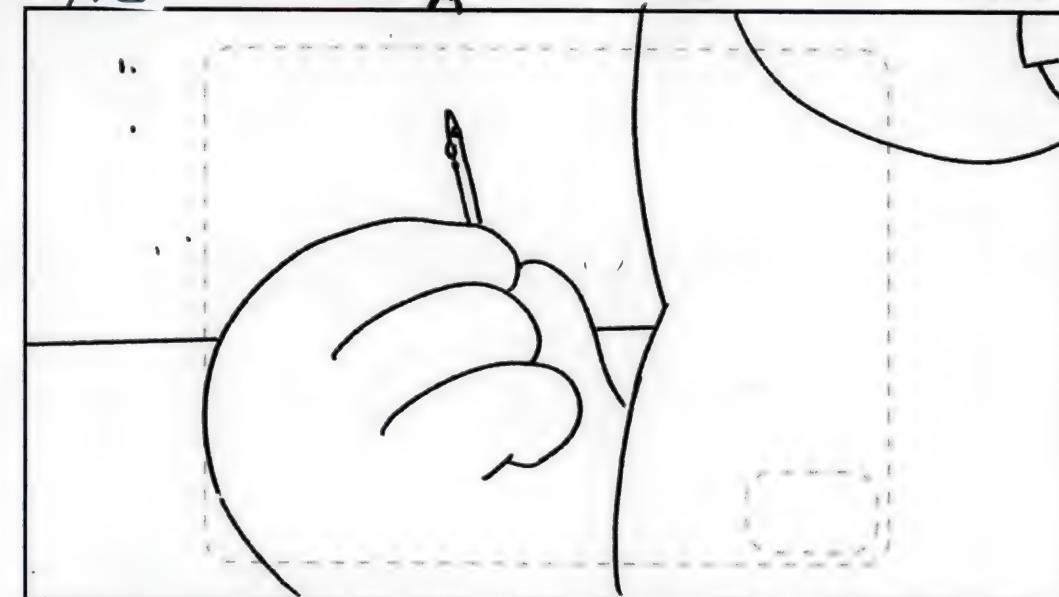
Sc. 1/3

Pnl. A

Bg.

day night

1025-196
1025-196



Dialog:

P: AND I WAS LIKE
"I REALLY LIKE YOU TOO"

(AU)

Action:



-C.O. LOOKS DOWN
AT TOOTHPICK.

Timing:

(AU)
P: AND SHE WAS LIKE "I DON'T WANNA HOLD HANDS UNTIL I'M IN LOVE..."



-C.O. ROTATES TOOTHPICK SLOWLY

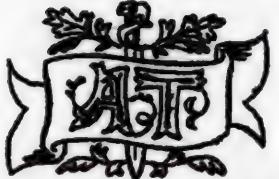
1025/196

ADVENTURE TIME

Cut
Sc. 1/4

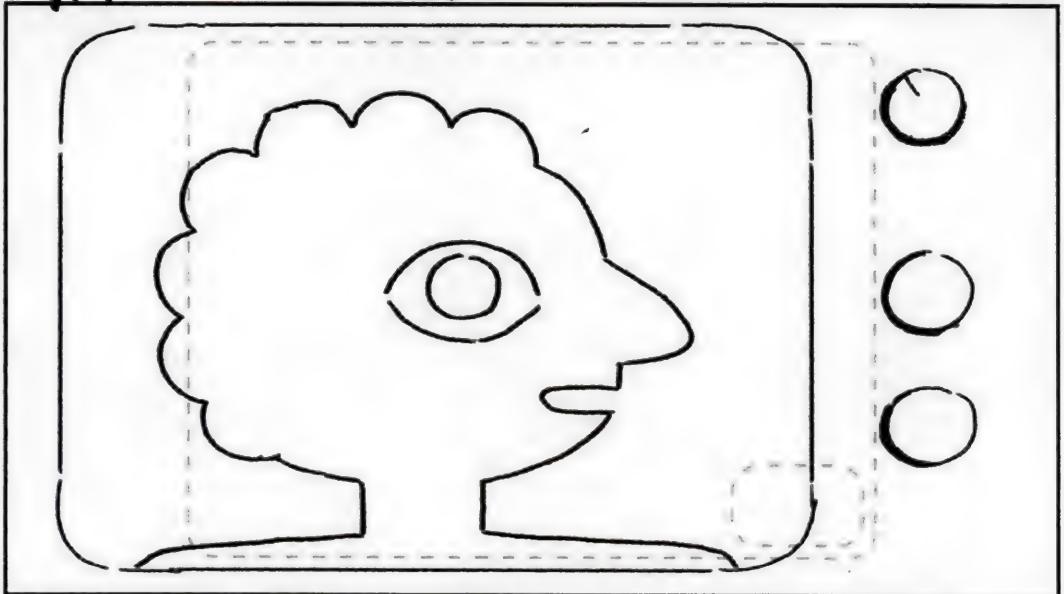
Pnl. A

Bg.



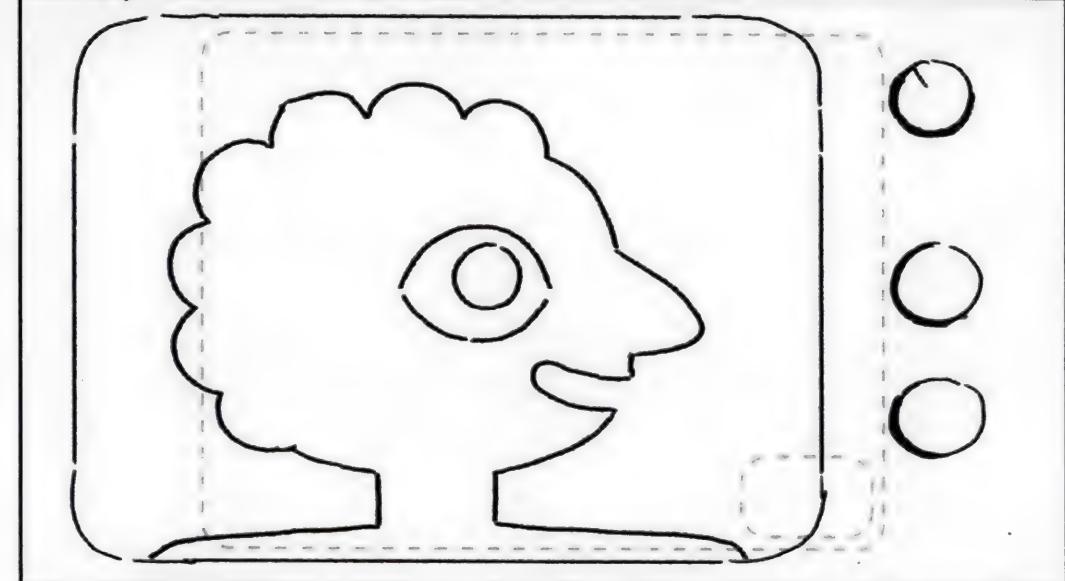
day night

Page 177
day night



Sc. 1/4 cont Pnl. B

Bg.



1025/196

1025-196

EPISODE #

1025/196

Dialog:

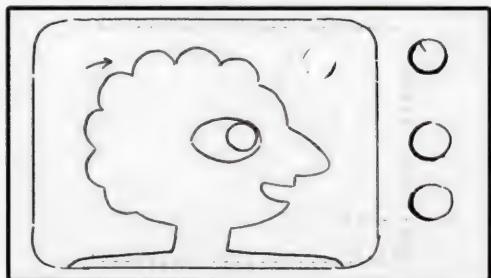
P/ AND I WAS LIKE, "THAT SOUNDS GREAT, I'M ALL ABOUT GOIN' SLOW,"
AND SHE SAID "WHAAAT? YOU DON'T WANNA HOLD MY HAND?!"

— P/ Huh?...

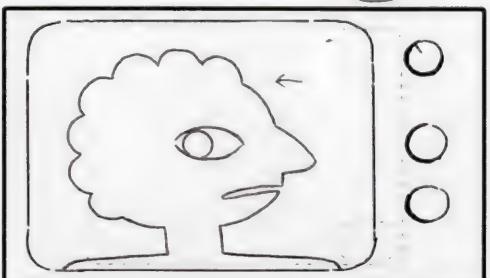
Action:

— P ON TV SCREEN

(A1)



(A2)



Timing:

SEP 12 2014

Production:

1025/196

ADVENTURE TIME



HU
Cut

Page 122

Sc. 114 cont

Pnl. C

Bg.

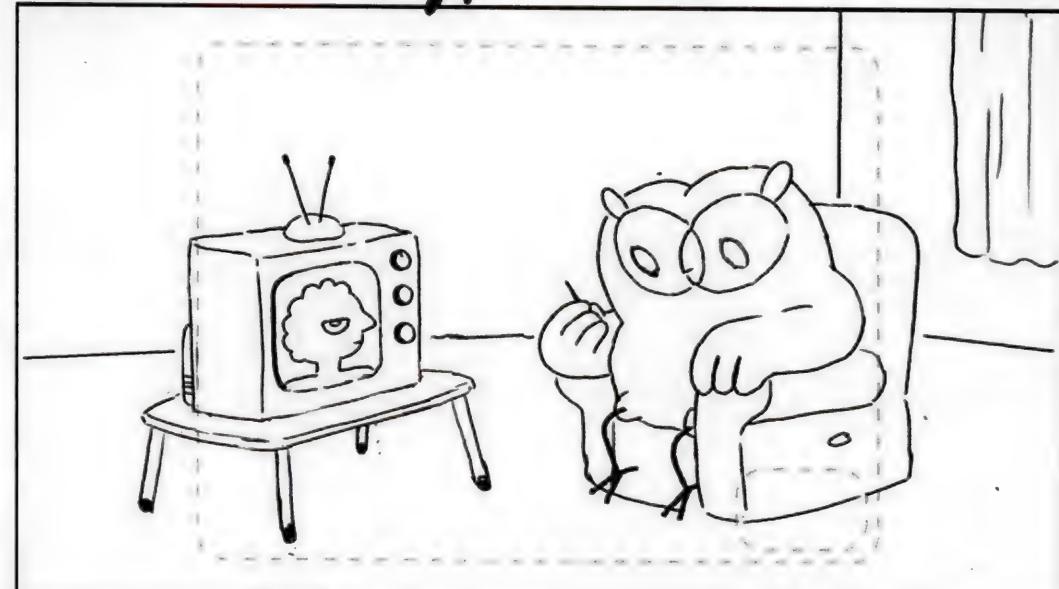
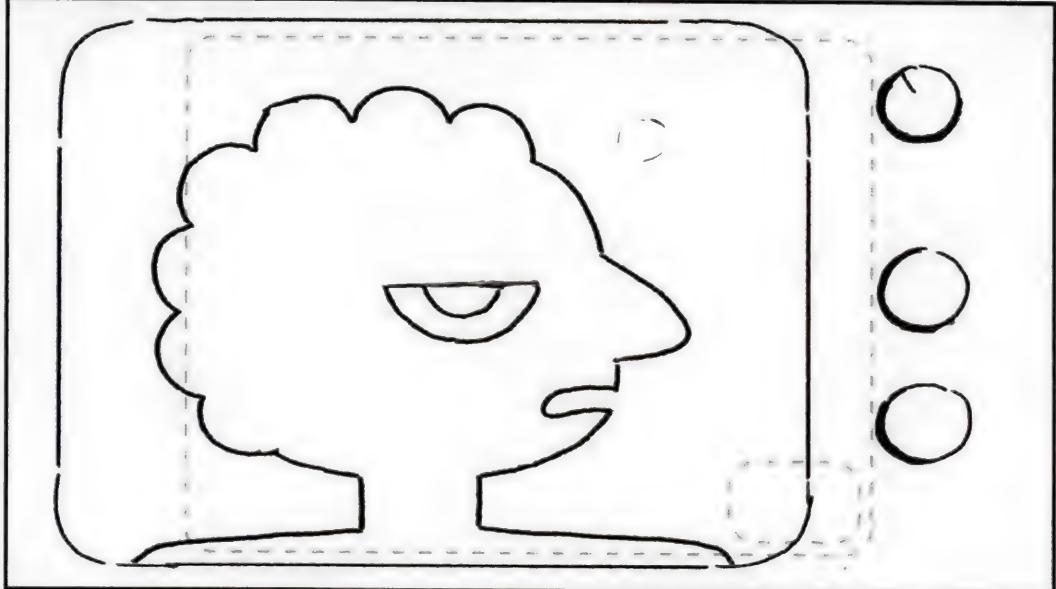
day night

Sc. 115

Pnl. A

Bg.

day night



1025/196

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Dialog:

P/ OK, WHAT IS GOING ON WITH THAT TOOTHPICK?

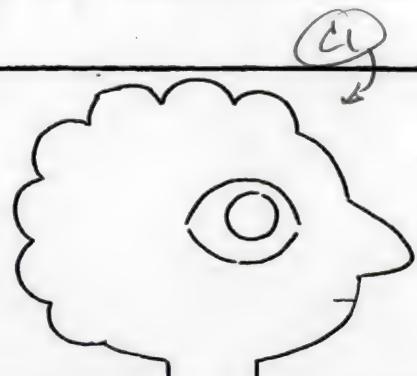
C1

Action:

-AFTER A BAT
PRISMO NARROWS
HIS EYES.

SEP 12 2011

Timing:



Production:

1025-196

1025/196

1025/196

ADVENTURE TIME



Page 173

Sc. 115 cont Pnl. B

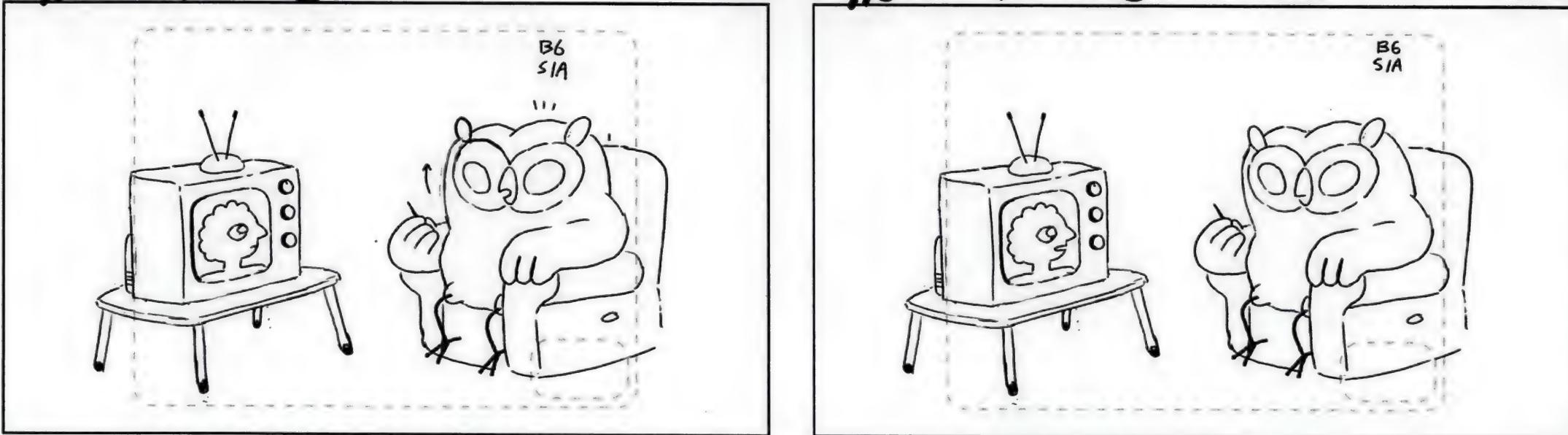
Bg.

day night

Sc. 115 cont Pnl. C

Bg.

day night



Dialog:

CO: HUH?

P/ I CAN GET YOU A NEW TOOTHPICK...

Action:

- CO LOOKS UP
WITH A START.

SEP 12 2014

Timing:

Production:

1025-196

1025/196

1025/196

ADVENTURE TIME



Sc. 115 cont Pnl. D

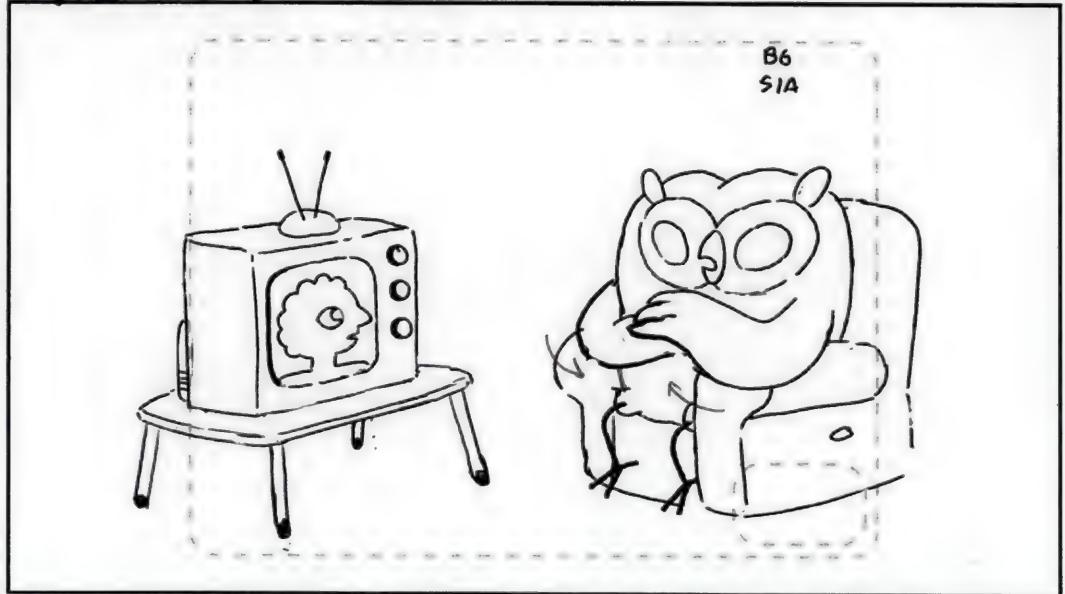
Bg.

day night

Page 174

day night

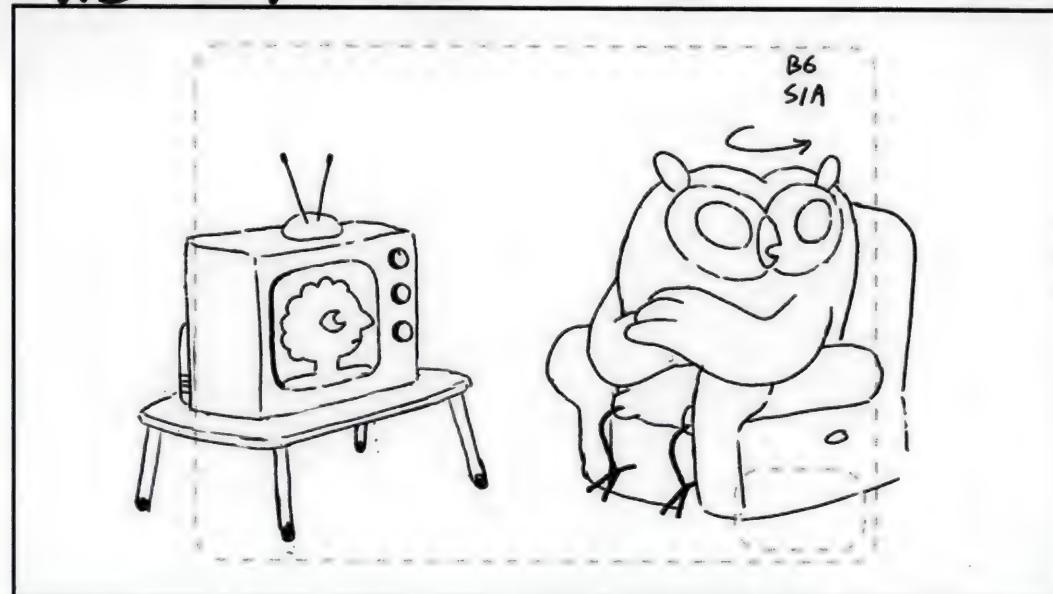
CUT



Sc. 115 cont Pnl. E

Bg.

day night



1025/196

Dialog:

CO/ NO! I DON'T WANT A NEW ONE!

SFX / (O/S) BEEP BEEP

Action:

- CO SHIELDS TOOTH PICK.

SEP 12 2014

Timing:

Production:

1025/196

ADVENTURE TIME

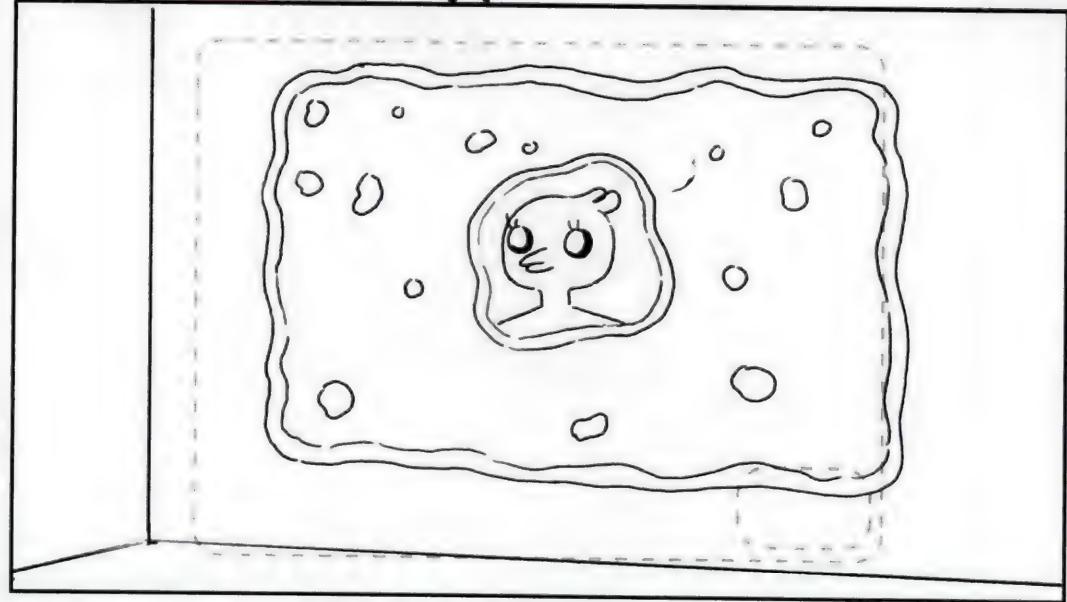
1025/196

Sc. 116

Pnl. A

Bg.

day night

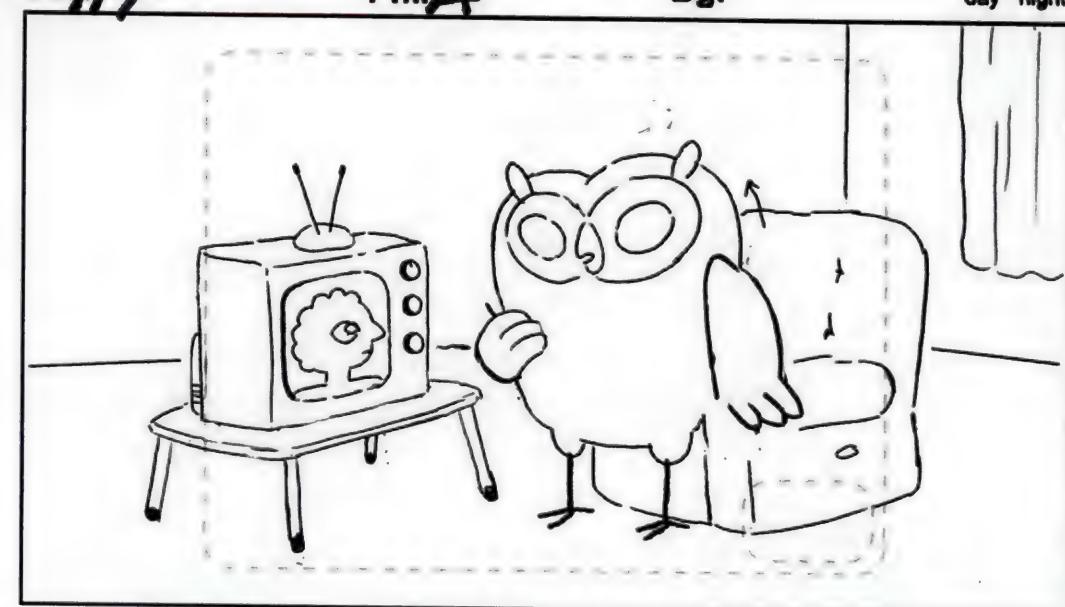


Sc. 117

Pnl. A

Bg.

Page 175
175
day night



Dialog:

SFX / BEEP BEEP BEEP BEEP —

CO / I GOTTA GO!

Action:

- DREAM of BIRD WOMAN FLASHES.

(A)

- CO JUMPS UP
FROM CHAIR.

Timing:



SEP 12 2014

Production:

1025-196

EPISODE #

1025/196

1025-196

1025/196

ADVENTURE TIME

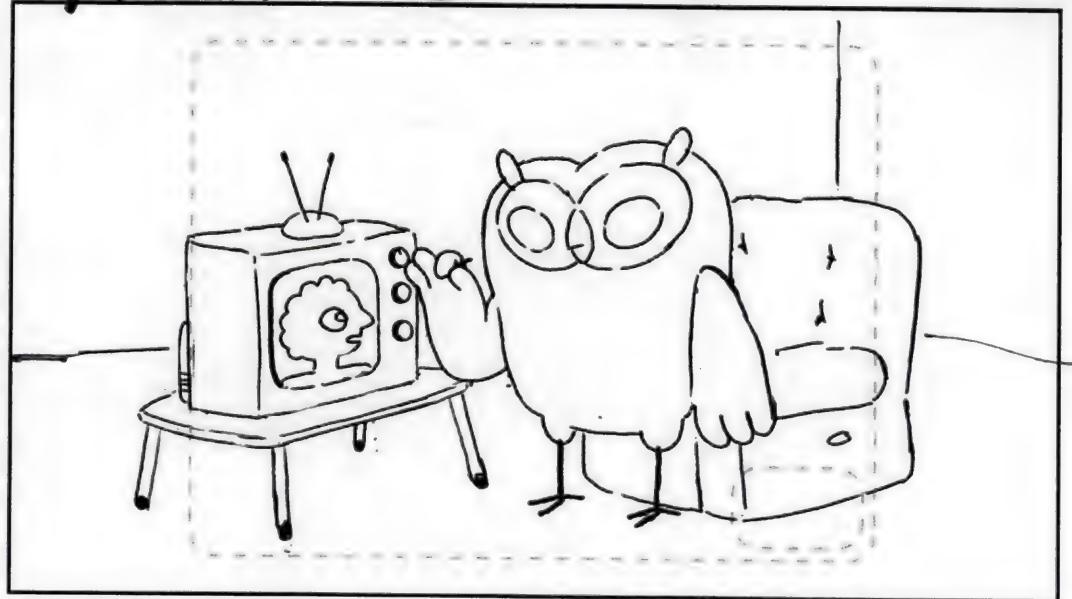
1025/196



Sc. 117 cont Pnl. B

Bg.

day night

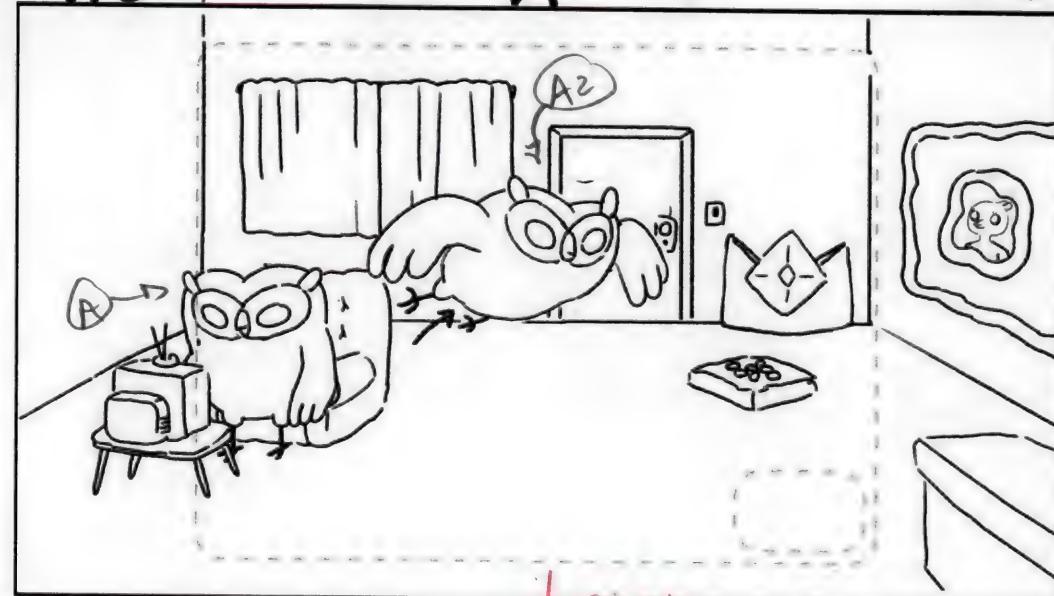


Sc. 118

Pnl. A

Bg.

Page 118
day night



Dialog:

P: No wait, there's one -

SFX / (CONT'D) BEEP BEEP BEEP BEEP

SFX / CLICK

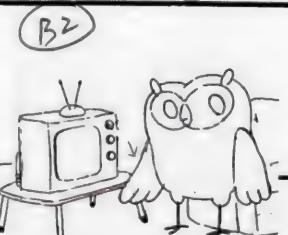
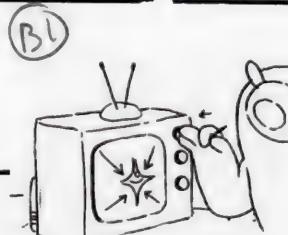
+ STAFF
PAN

Action:

- CO FLIES RIGHT

CO TURNS OFF TV

Timing:



SEP 12 2014



Production:

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME



Sc. 118 cont

PnI.

3

B9.

day night

56

Bal

Ba

Page

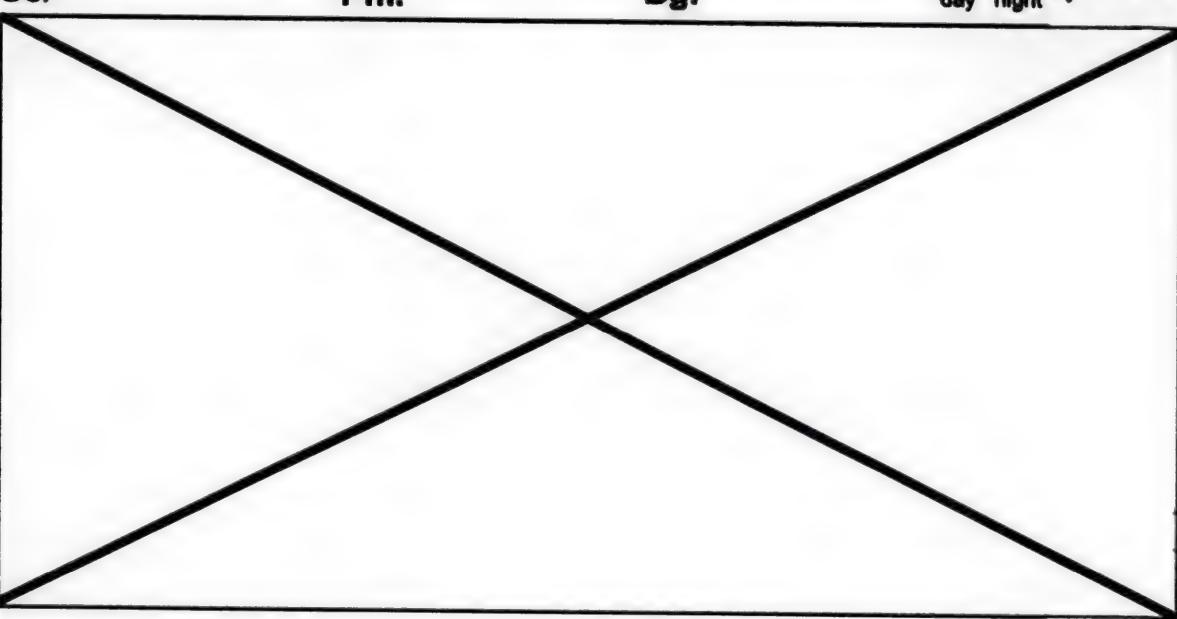
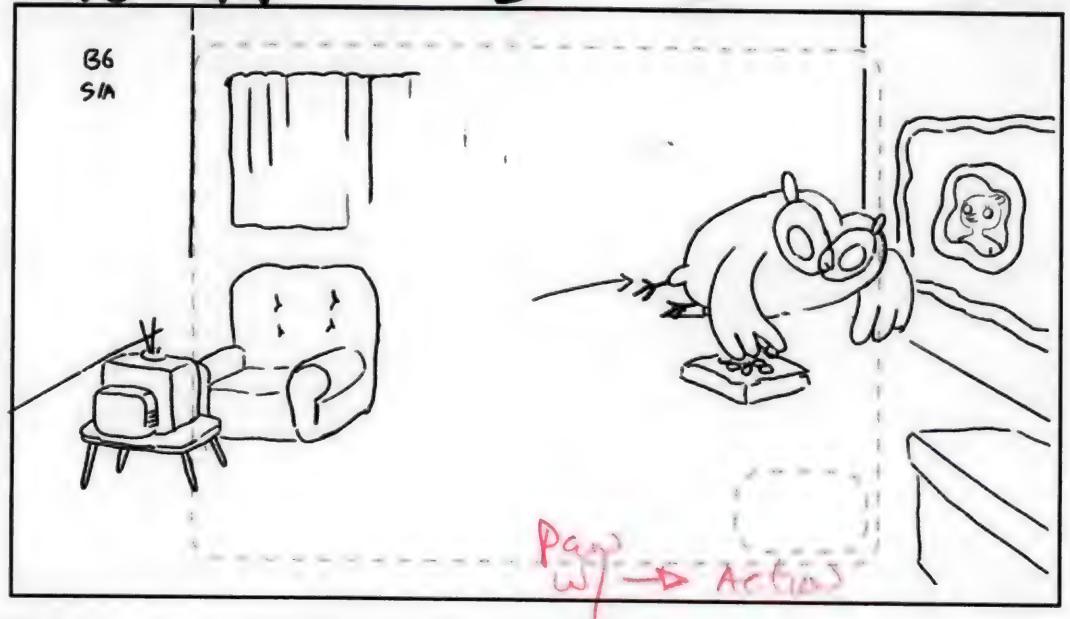
gray, pink

74. NEXT

1025-196

1025 / 196

1025/196



Dialog:

SFX / (CONT'D) BEEP BEEP BEEP BEEP —

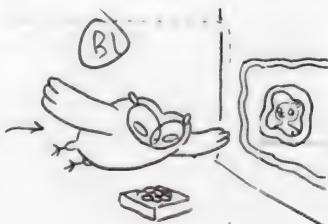
Action:

— CO GRABS TOKEN AS HE FLIES BY

- CO INSERTS COIN INTO DREAM.
- ADJ. W/ ACTION.

AM.
SEP 12 2014

Timing:



Production :

1025/196

ADVENTURE TIME

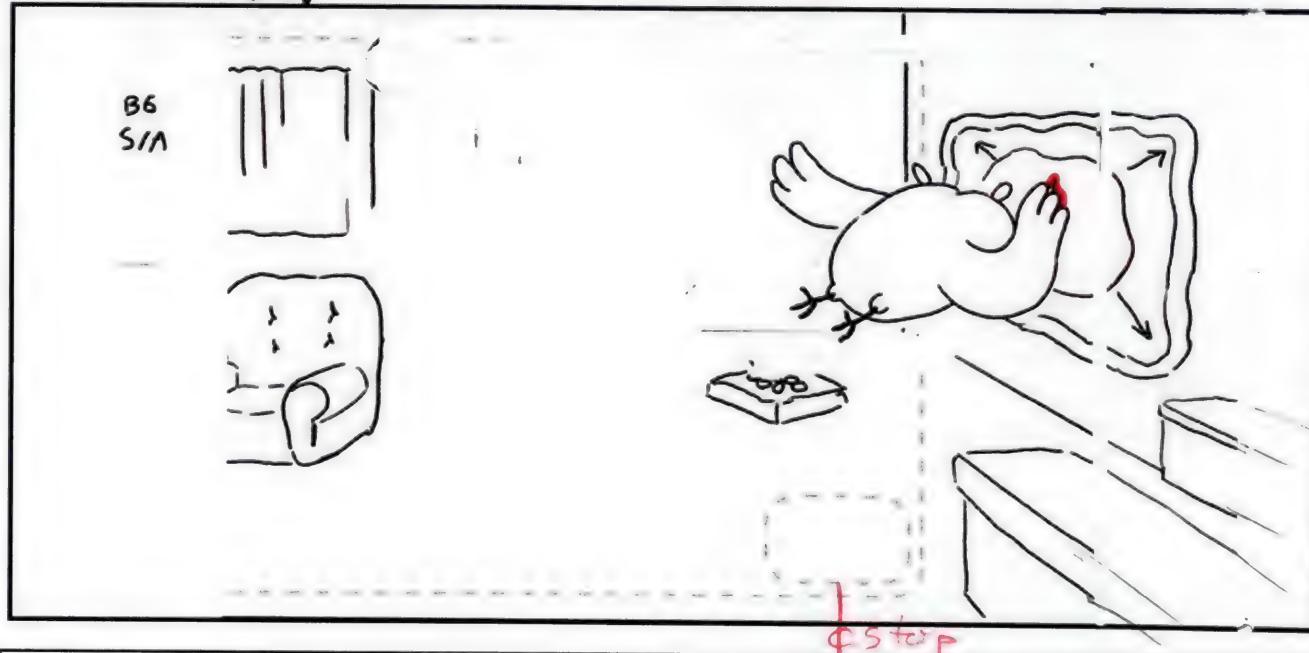


Sc. 118 *CONT* Pnl.

Bg. C

day night

Page 177A
178 NEXT



Dialog:

SFX / (CONT'D) BEEP BEEP BEEP BEEP

Action:

- CO INSERTS COIN INTO DREAM.
- ADJ. W/ ACTION.

SEP 12 2014

Timing:



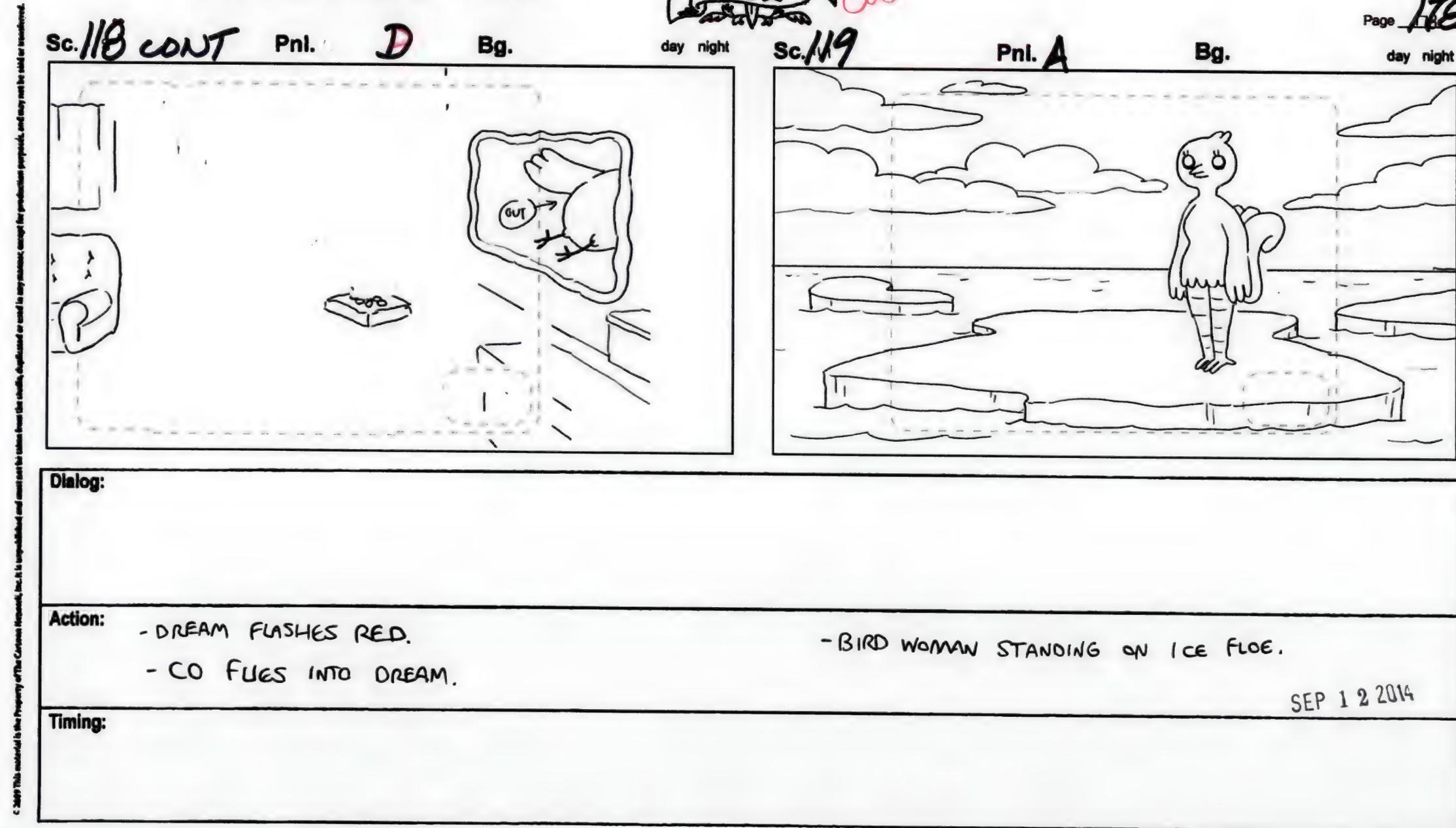
Production:

1025/196

EPISODE #

1025/196

ADVENTURE TIME



ADVENTURE TIME

961 / C7.01

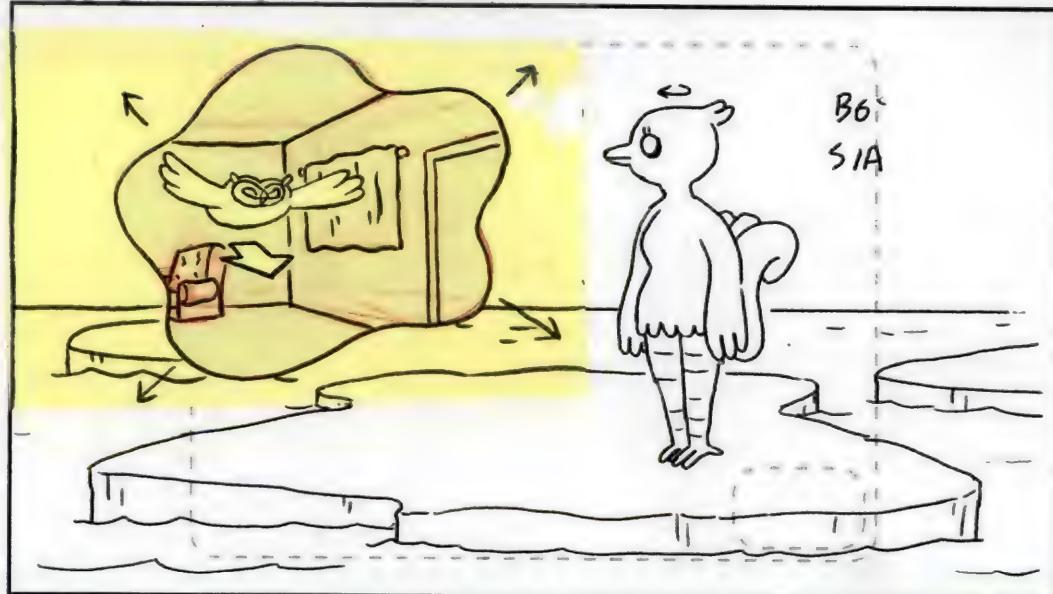
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Sc. 119 cont

Pnl. B

Bg.

day night



Sc. 119 cont

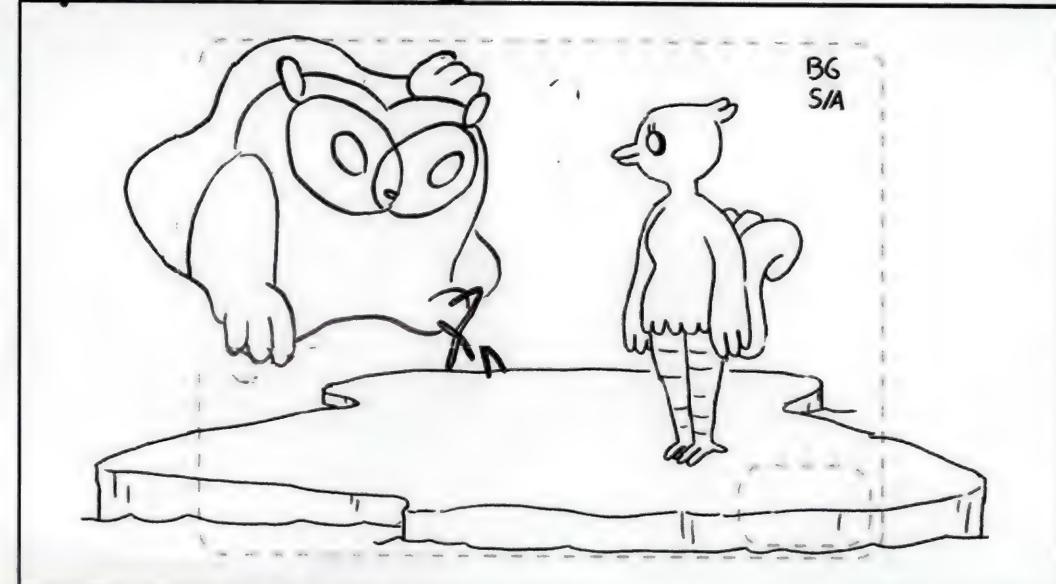
Pnl. C

Bg.

Page

179

day night



Dialog:



oo H1

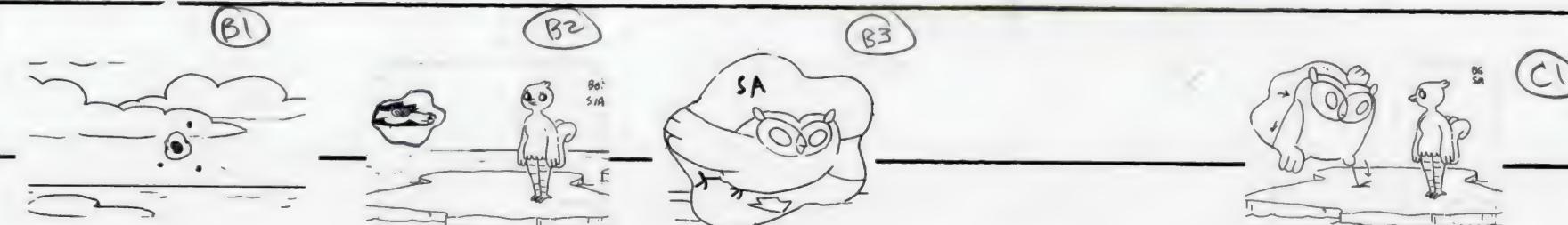
PORTAL EXPANDS, CO STEPS
INTO BIRD WOMAN'S DREAM
SEP 12 2014

Action:



oo H1

Timing:



EPISODE #

Production:

1025-196

1025/196

1025/196

ADVENTURE TIME



Page 180
day night

Sc. 119 cont Pnl. D

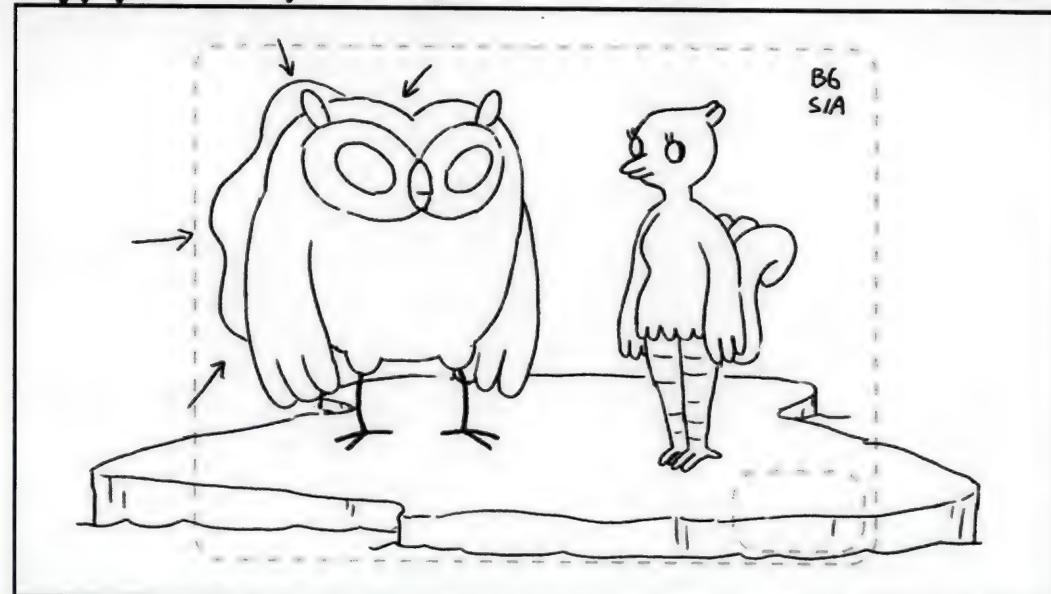
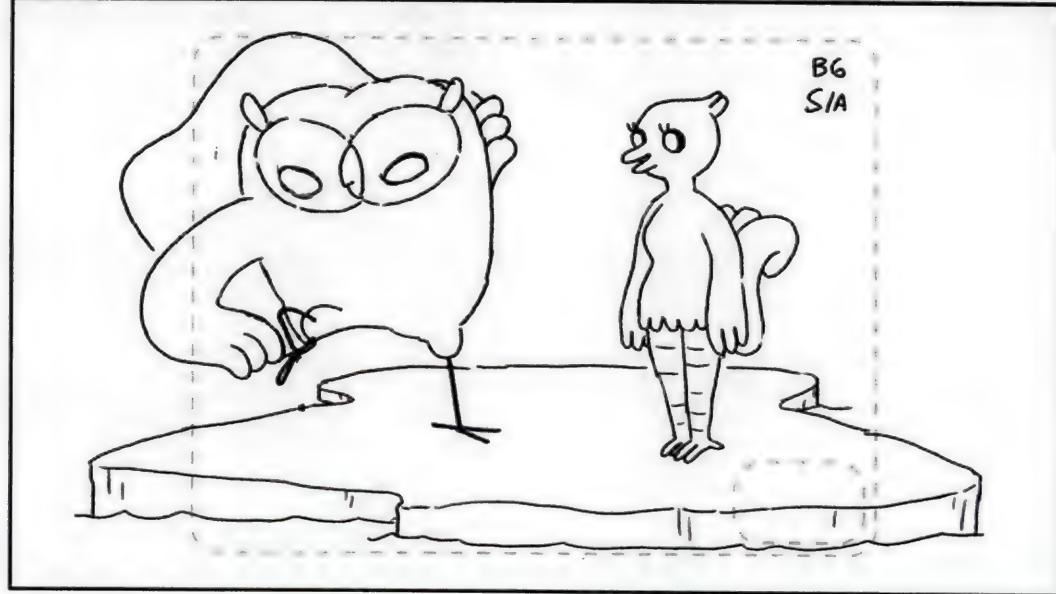
Bg.

day night

Sc. 119 cont Pnl. E

Bg.

day night



1025/196

Dialog:

BW : HI!

(BEAT)

Action:

— PORTAL CLOSES BEHIND CO SEP 12 2014

Timing:



Production :

1025-196

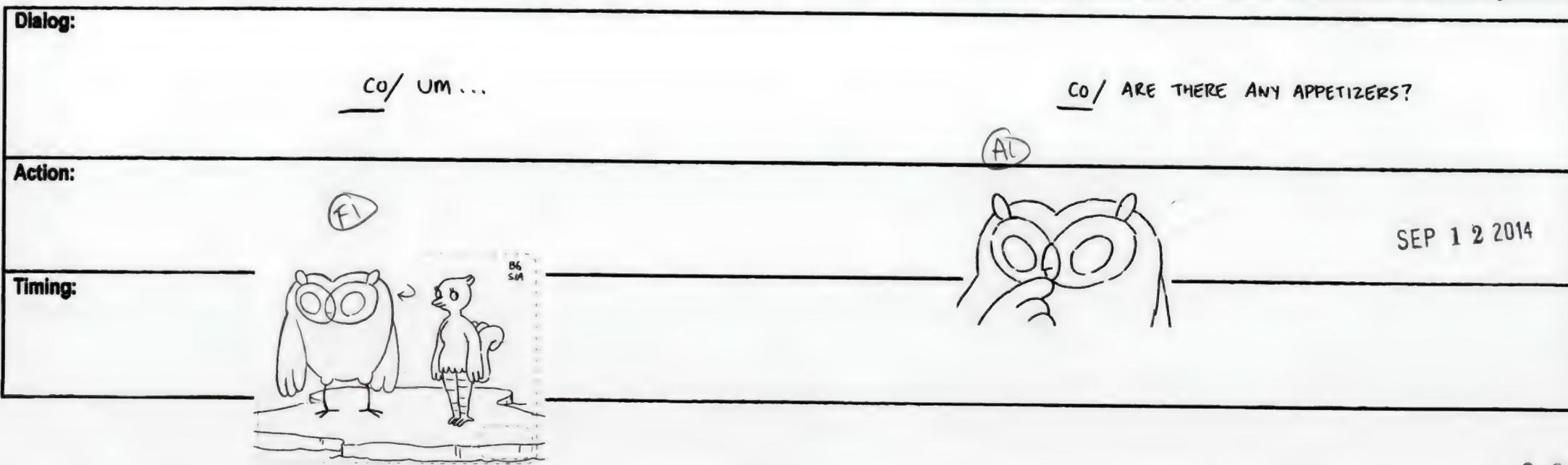
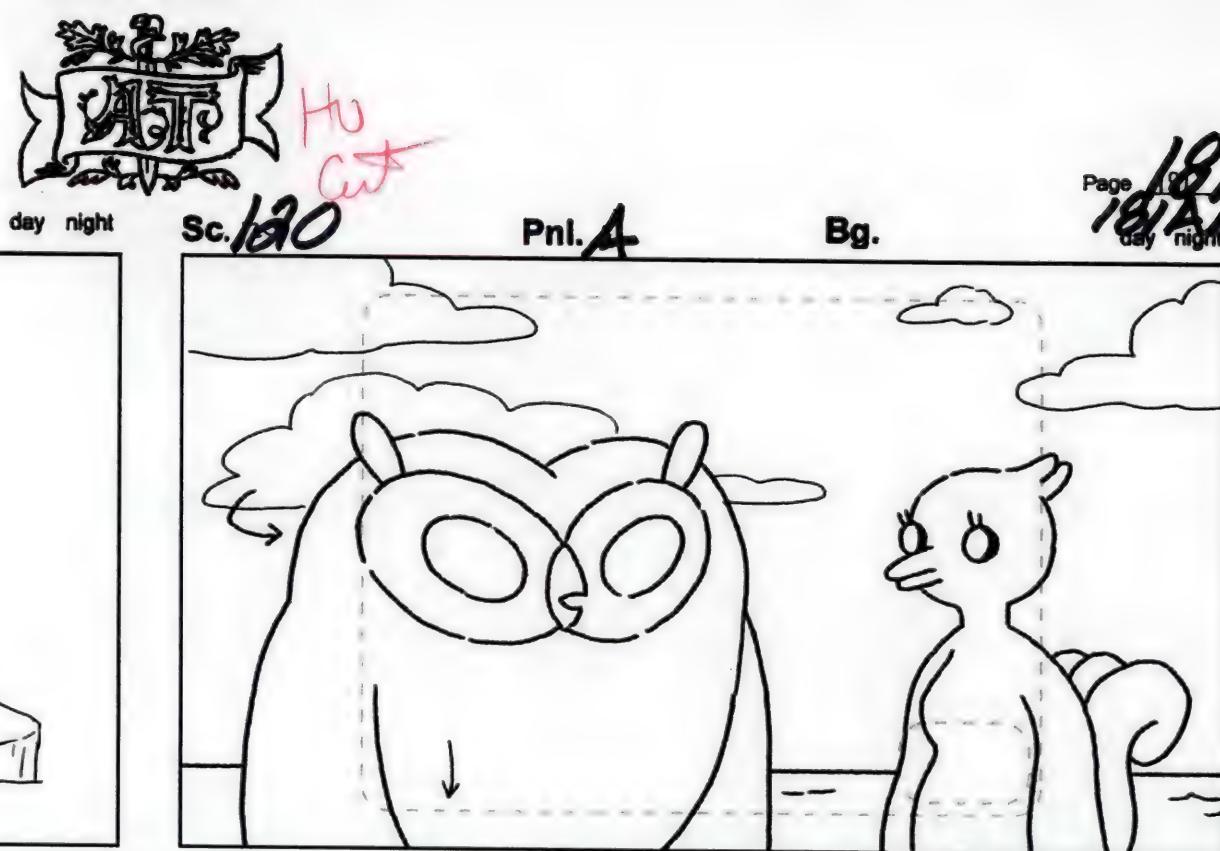
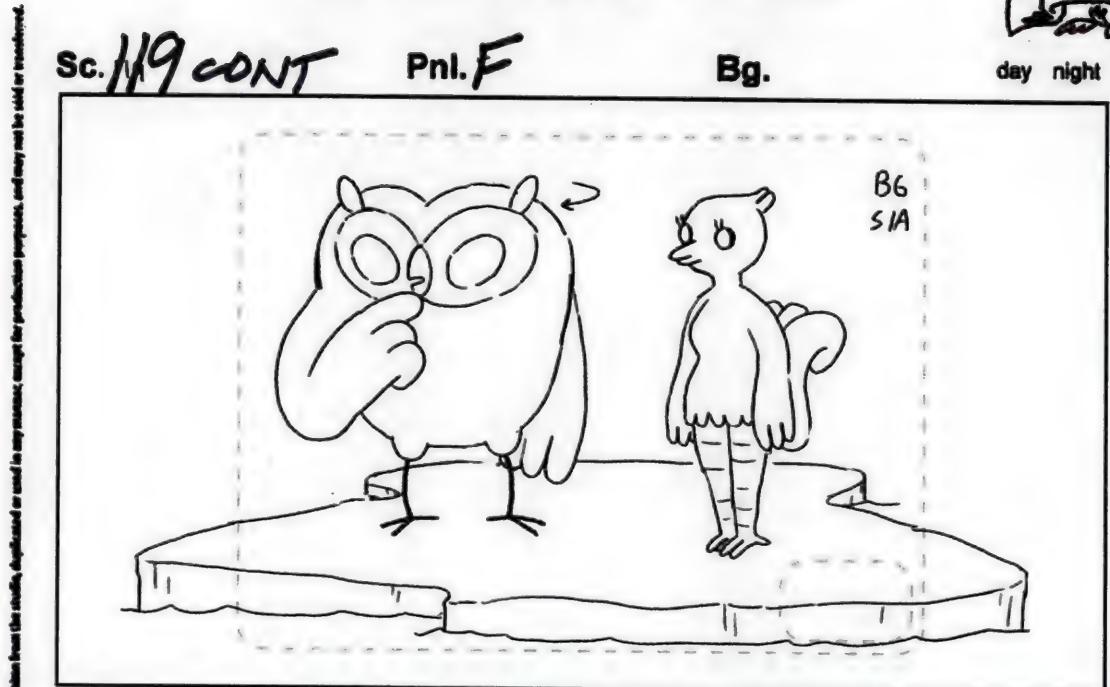
EPISODE #

1025/196

1025/196

ADVENTURE TIME

1025/196



ADVENTURE TIME

1025/196

Sc. 130 cont Pnl. B

Bg.

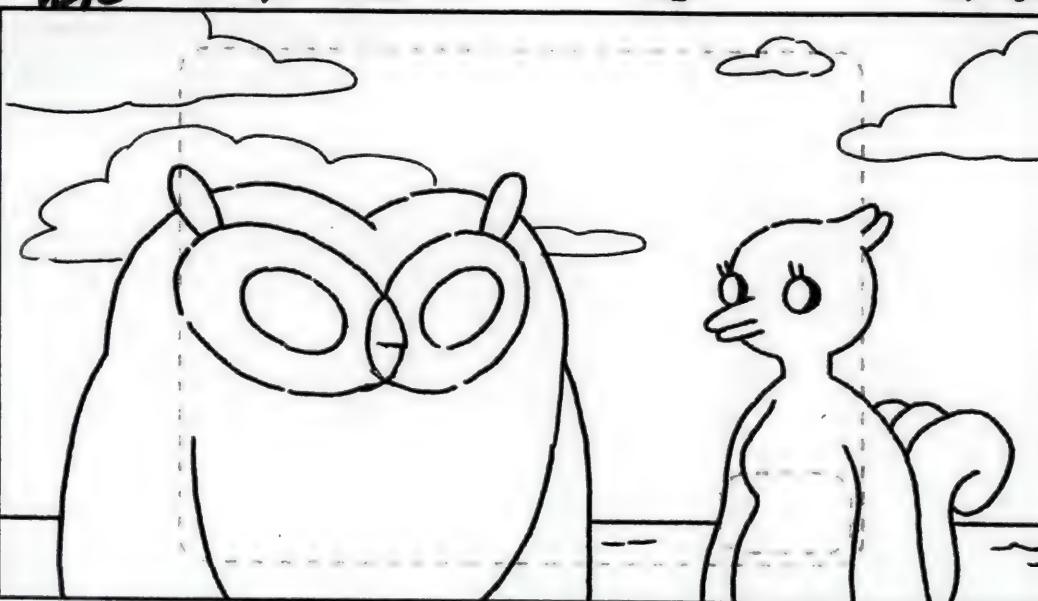
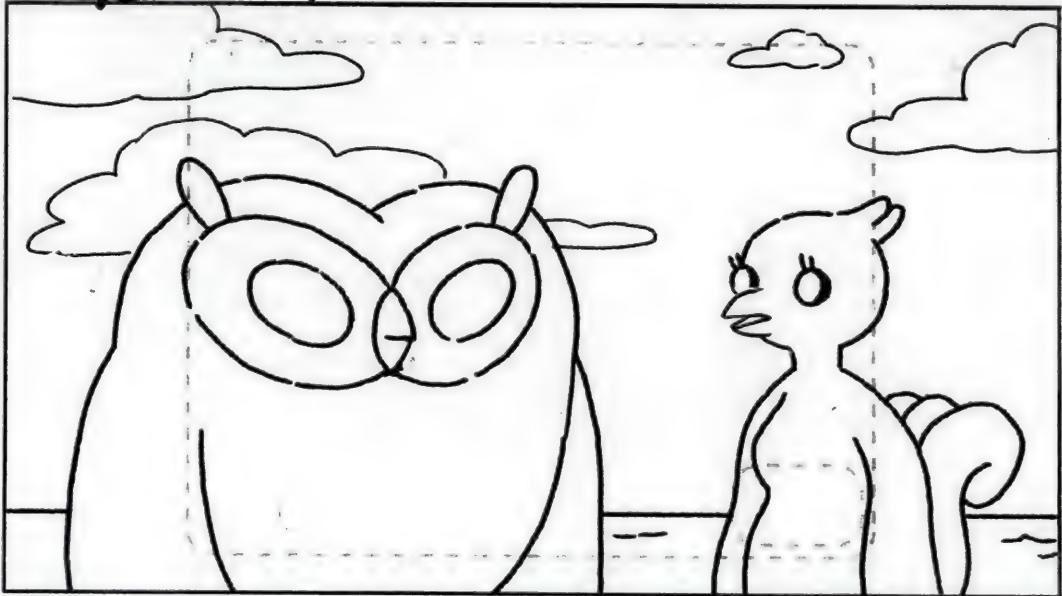


day night

Sc. 130 cont Pnl. C

Bg.

Page 181A
day
130 NEXT



Dialog:

BW: NO. I THINK IT'S
JUST ICE IN THIS DREAM...

Action:

SEP 12 2014

Timing:

Production :

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME

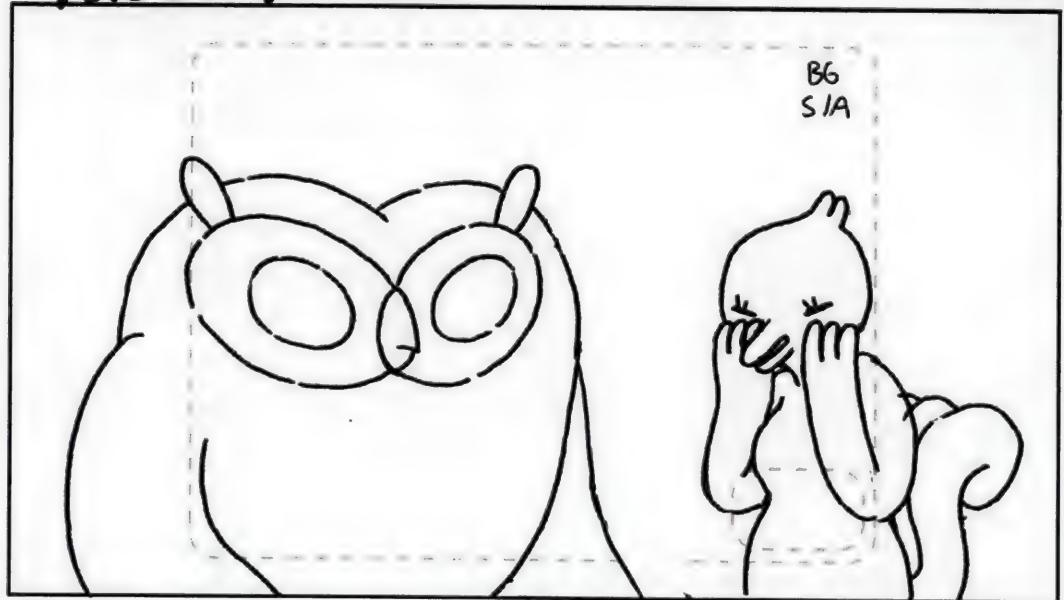


NO SCI21

Sc. 100 cont Pnl. D

Bg.

day night



Sc. 100 cont Pnl. E

Bg.

Page 102
NO PGS 103-105
day night



1025-196

EPISODE #

1025/196

Dialog:

BW / AHH, I WISH I COULD DREAM ANOTHER PLACE!

CO / I HAVE AN IDEA.

Action:

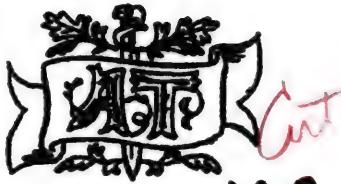
SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME



REVISED
10/28/14

Page 186

1025-196

1025/196

EPISODE #

Production :

1025/196

1025/196

Sc.

Pnl.

Bg.

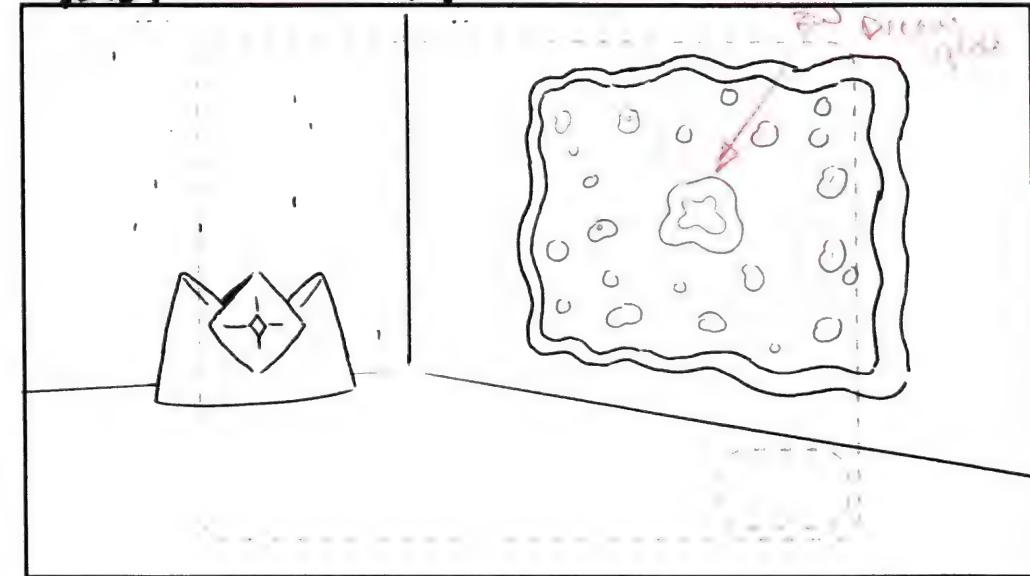
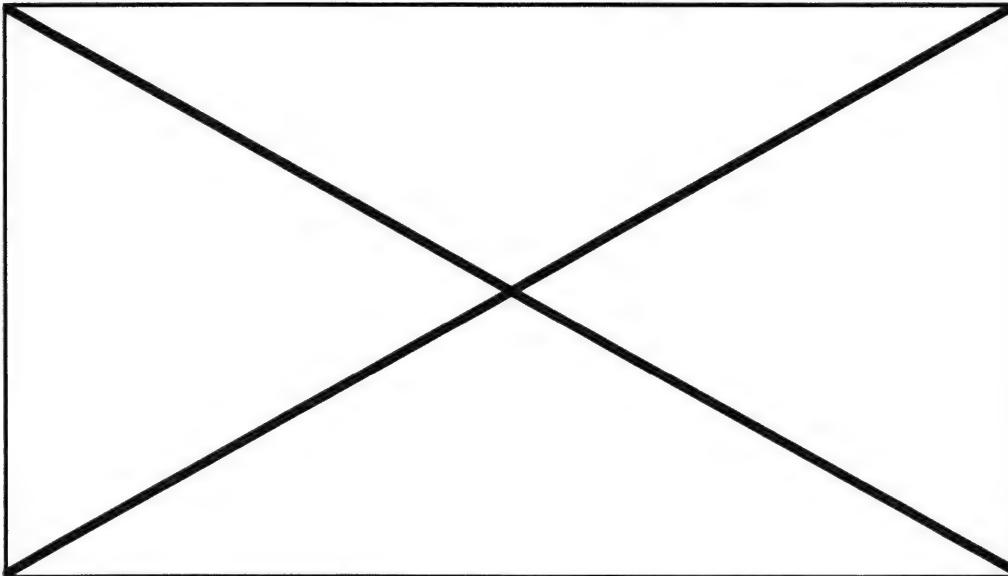
day night

Sc. 1025

Pnl. 4

Bg.

day night



Dialog:

Action:

Timing:

SEP 12 2014

1025/196

ADVENTURE TIME



REVISED
10/28/14

Page 187

Sc 182 CONT Pnl. B

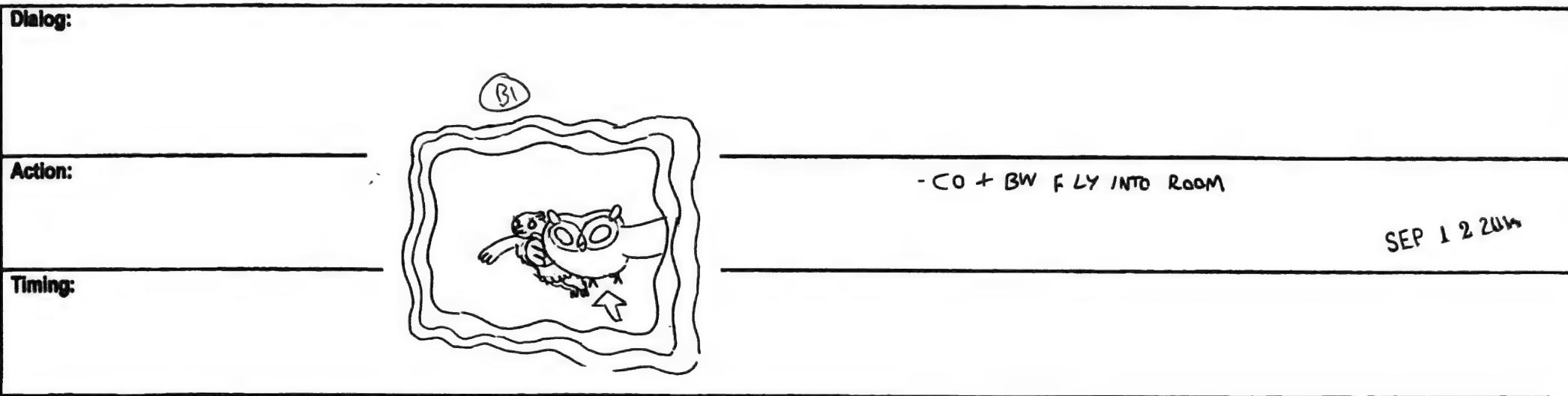
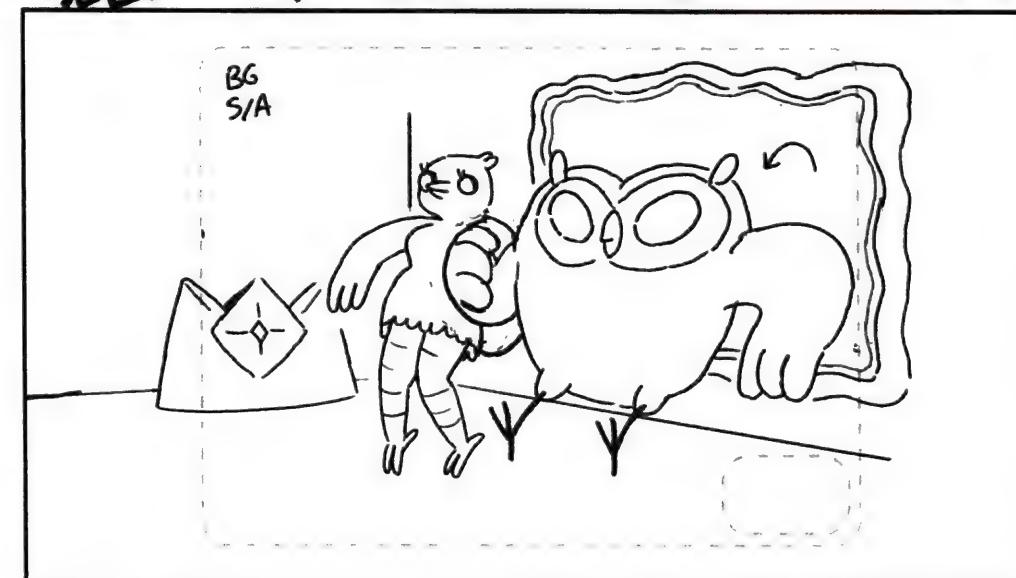
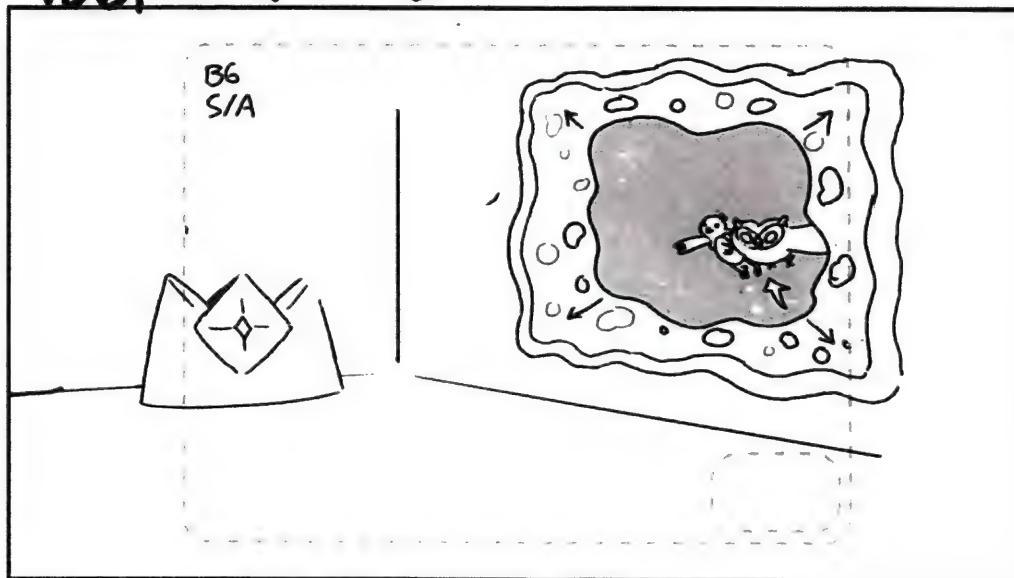
Bg.

day night

Sc 182 CONT Pnl. C

Bg.

day night



EPISODE #

1025-196

Production :

1025/196

1025/196

ADVENTURE TIME



REVISED
10/28/14

Page 188

cut

Sc. 122 cont

Pnl. D

Bg.

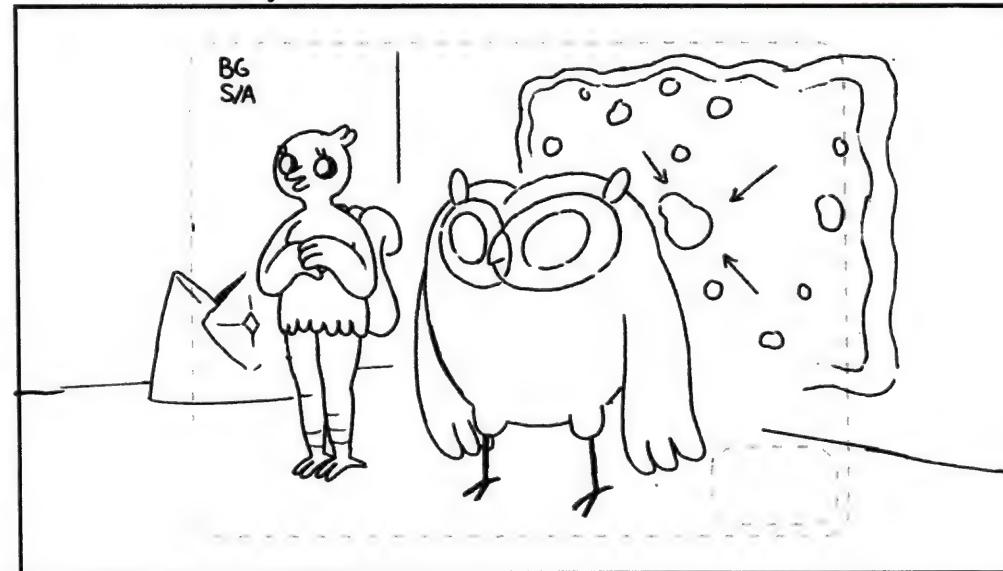
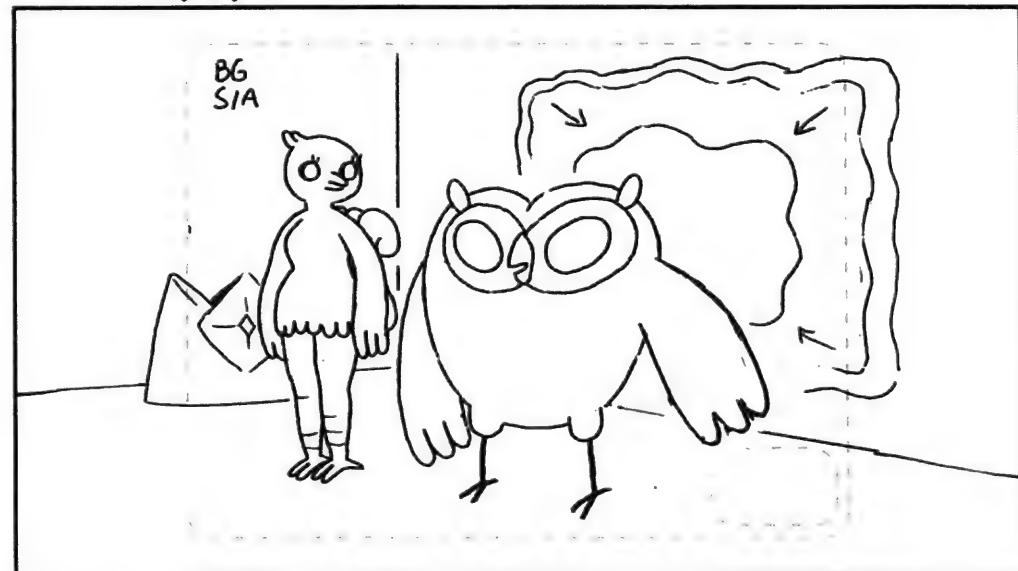
day night

Sc. 122

cont Pnl. E

Bg.

day night



EPISODE #

1025-196

1025/196

Dialog:

co/ MY APARTMENT!

BW / OH

Action:

- BW LOOKS AROUND.



- PORTAL CLOSES IN BG

Timing:

SEP 12 2014

Production :

1025/196

1025/196

CUT

ADVENTURE TIME



REVISED
10/28/14

Page 189

Sc. 123

Pnl. A

Bg.

day night

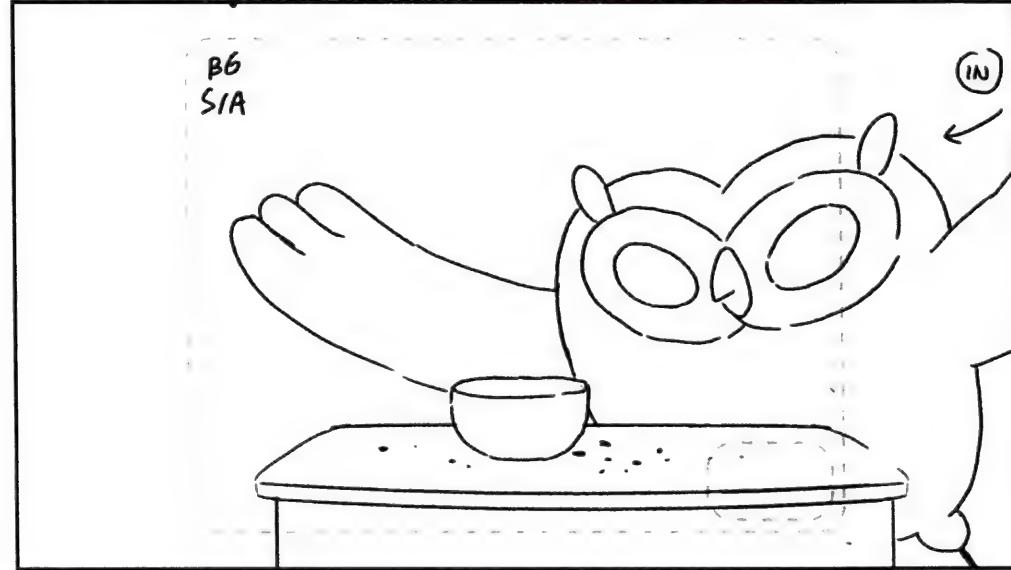
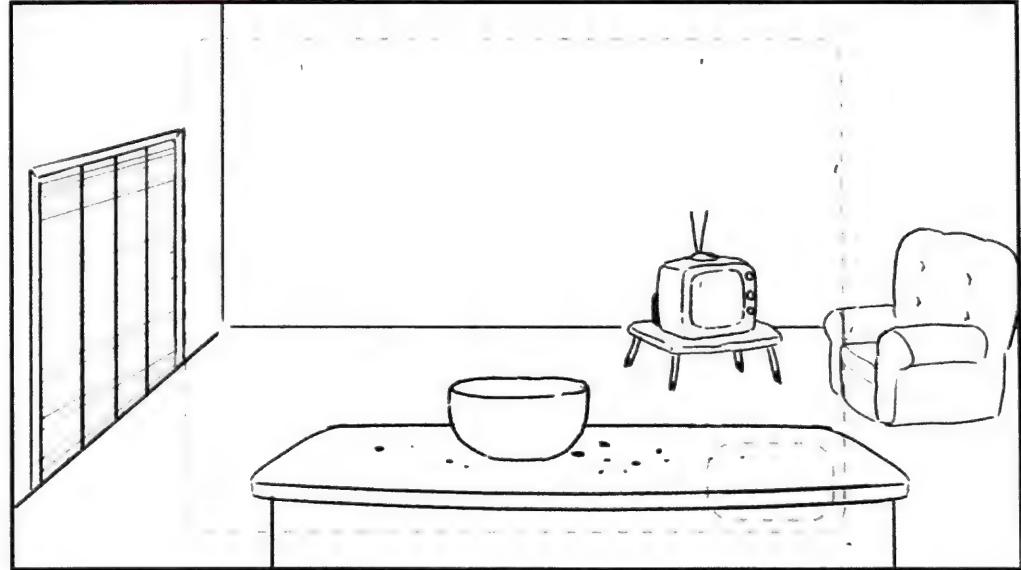
Sc. 123

cont

Pnl. B

Bg.

day night



Dialog:

CO: It's a bit of a mess, ha ha

Action:

— CO FLIES OVER TO COUNTER

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

1025/196

ADVENTURE TIME



Page 190

day night

Sc. 123-CONT

Pnl. C

Bg.

day night

Sc. 123-CONT

Pnl. D

Bg.

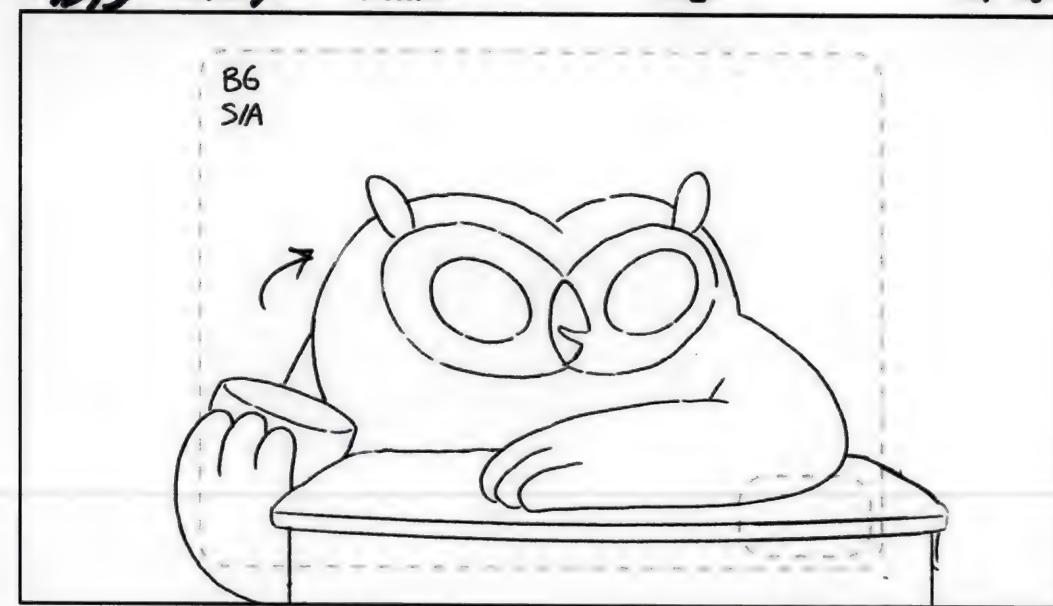
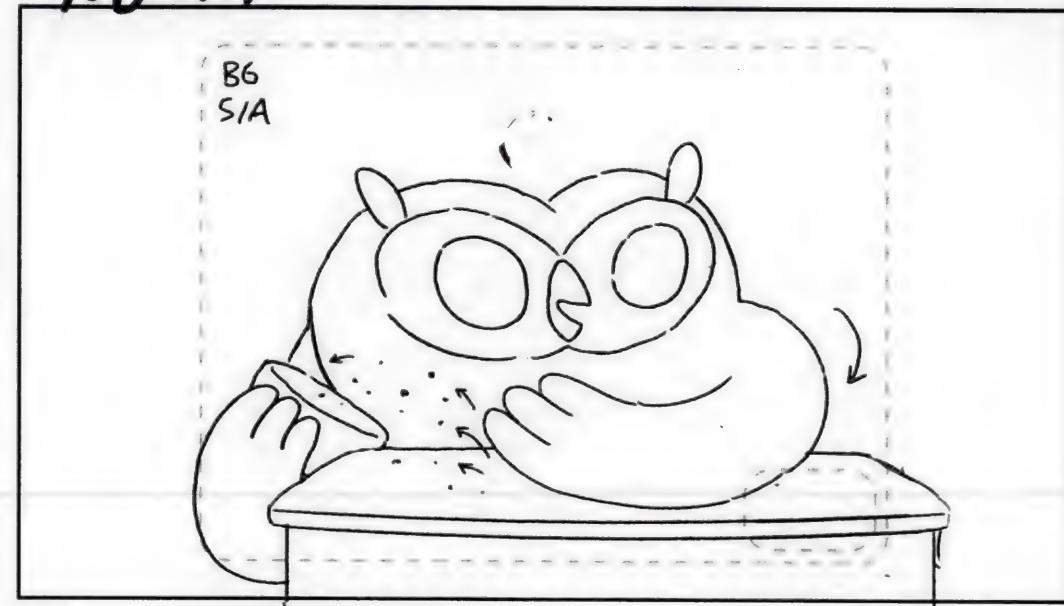
day night

1025-196

EPISODE #

1025/196

1025/196



Dialog:

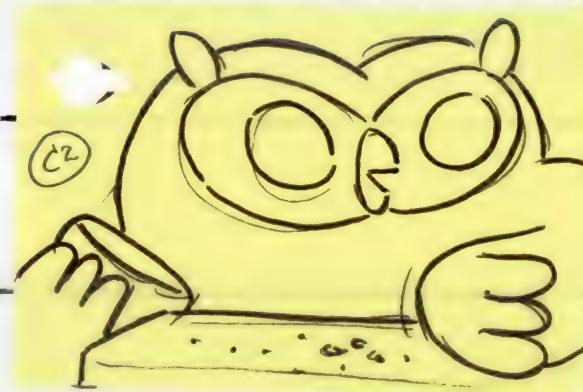
CO / I'M NOT USED TO HAVING COMPANY

Action:

- CO WIPES CRUMBS OFF COUNTER (INTO BOWL)

SEP 12 2014

Timing:



Production:

1025/196

cut

ADVENTURE TIME

1025/196

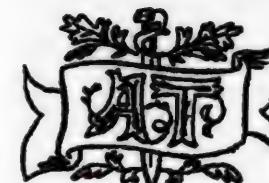
卷之三

Sc. 124

Pnl. A

Bo

day night



ight Sc. 124 cong

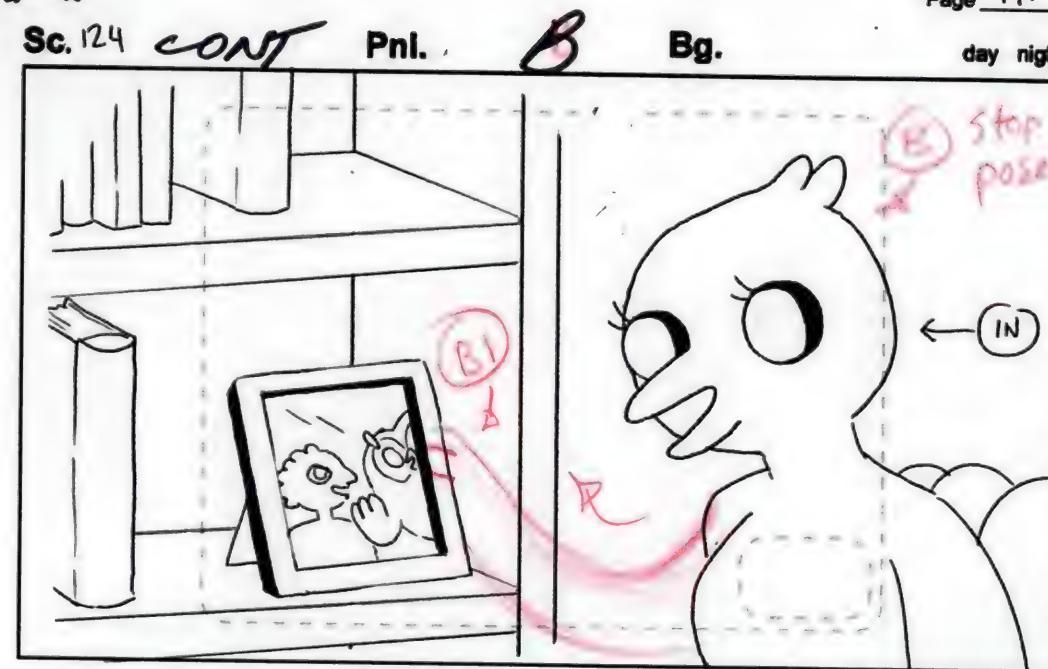
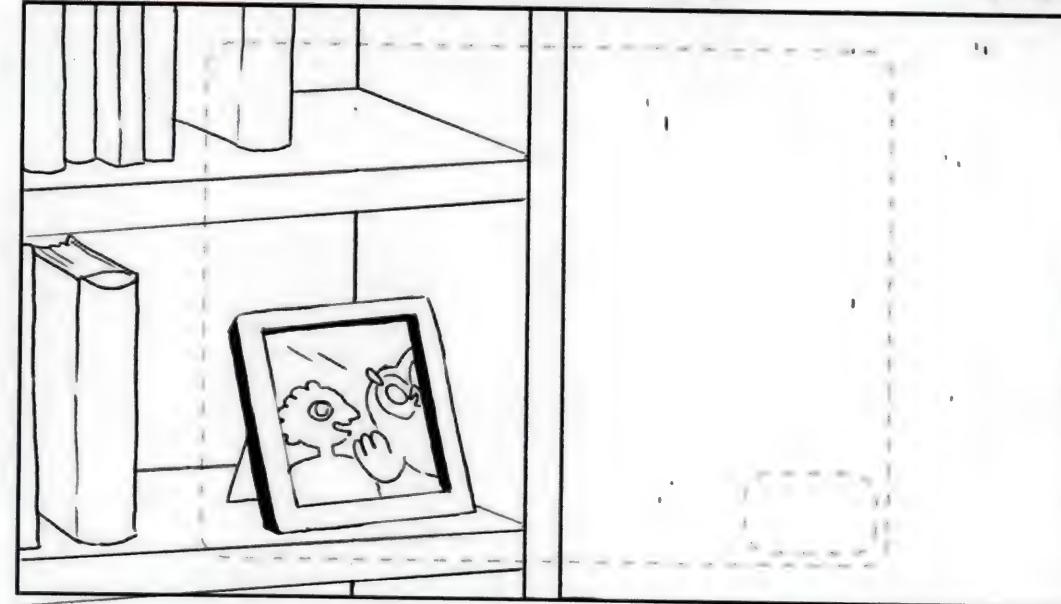
PnI

1

Page 1

day night

cut



Dialog:

BW / NO... IT'S GOT... PERSONALITY,

SEP 12 2014

Action:

-BW WALKS ON/S
BW PICKS UP PICTURE

Timing:



Production :

1025/196

ADVENTURE TIME

1025/196

Cut



Cut

Page 192

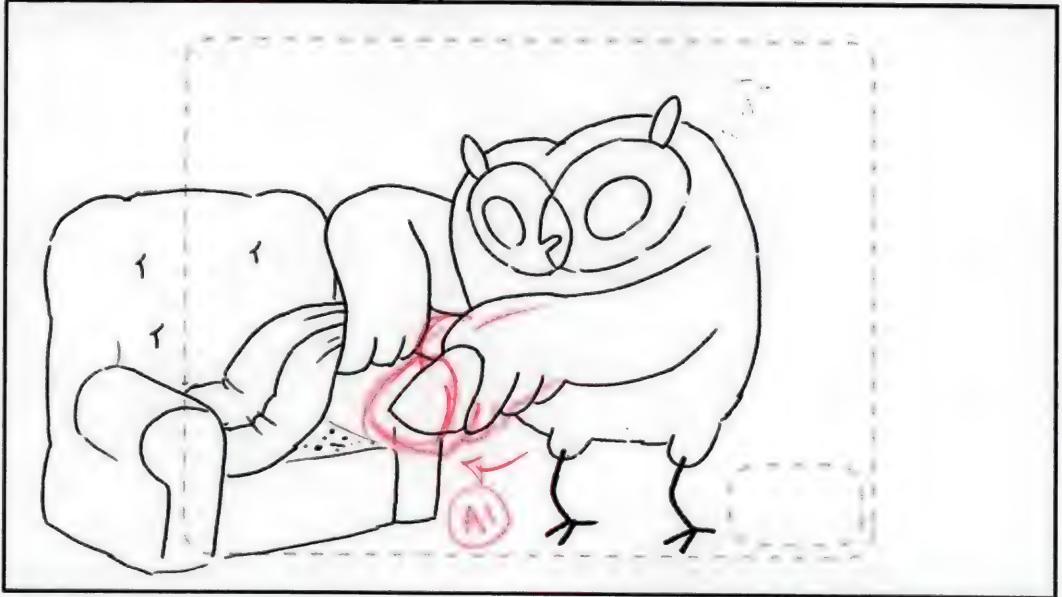
day night

Sc. 125

Pnl. A

Bg.

day night

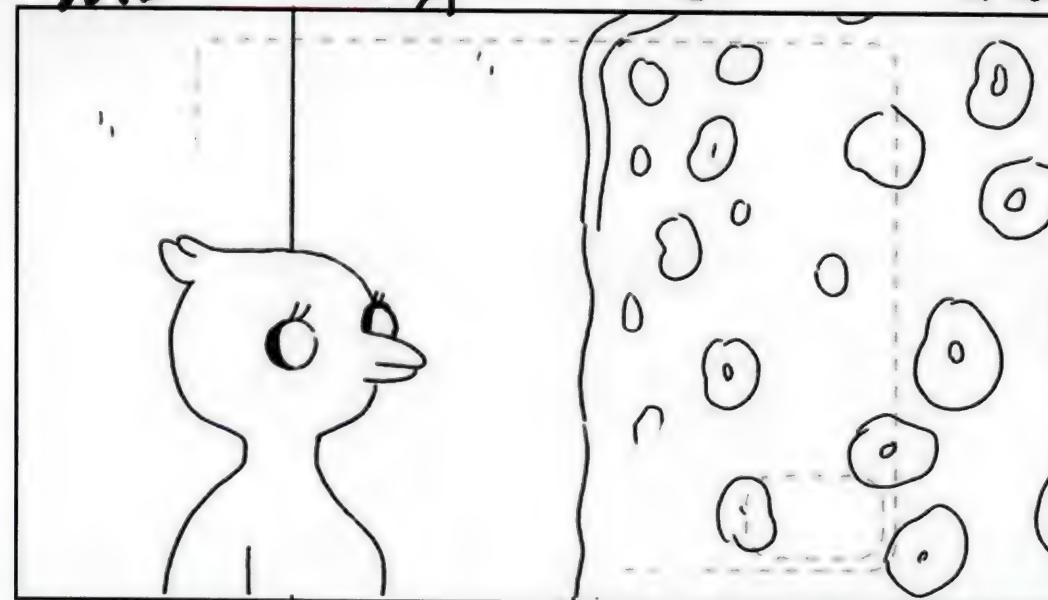


Sc. 126

Pnl. A

Bg.

day night



Dialog:

CO / I KNOW, RIGHT? HEY, DO YOU LIKE BOARD GAMES?

A2

Action:

CO HIDES CRUMBS
UNDER CUSHION

SEP 12 2014

Timing:



Production:

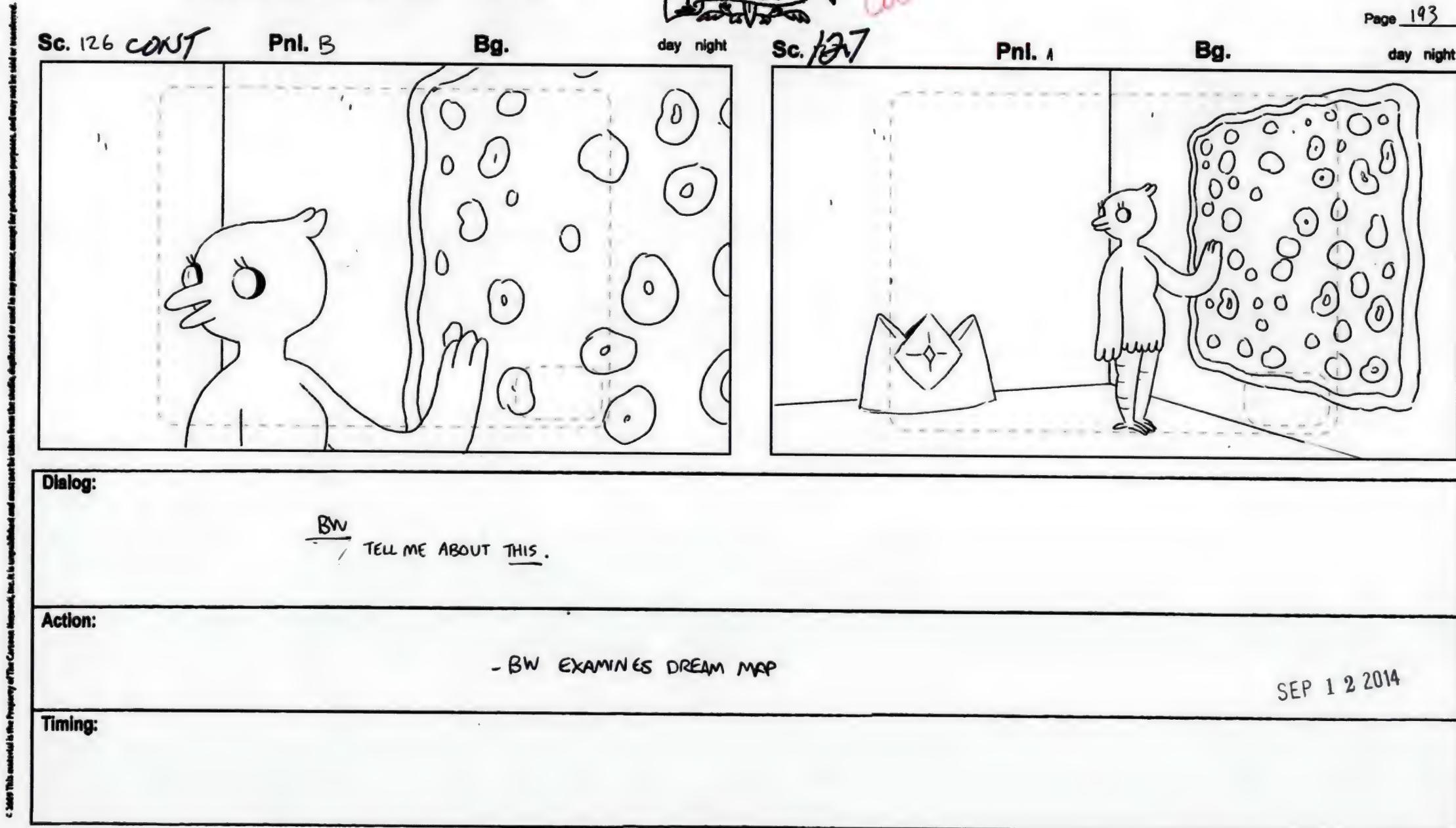
1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196



ADVENTURE TIME



Sc. 127 cont Pnl. B

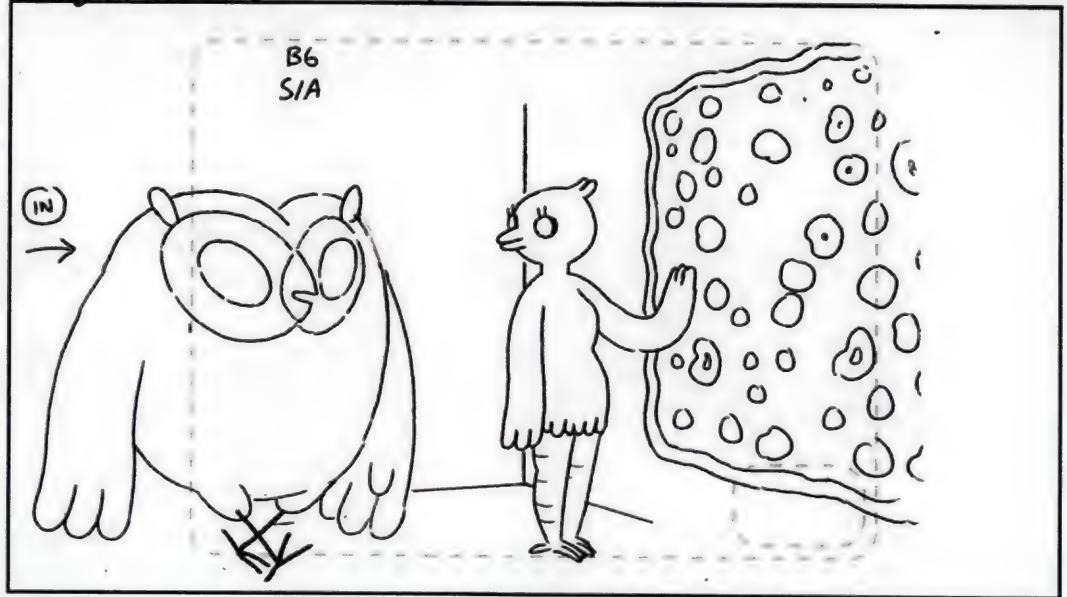
Bg.

day night

Page 194

day night

Hot
Cut



Sc. 127 cont Pnl. C

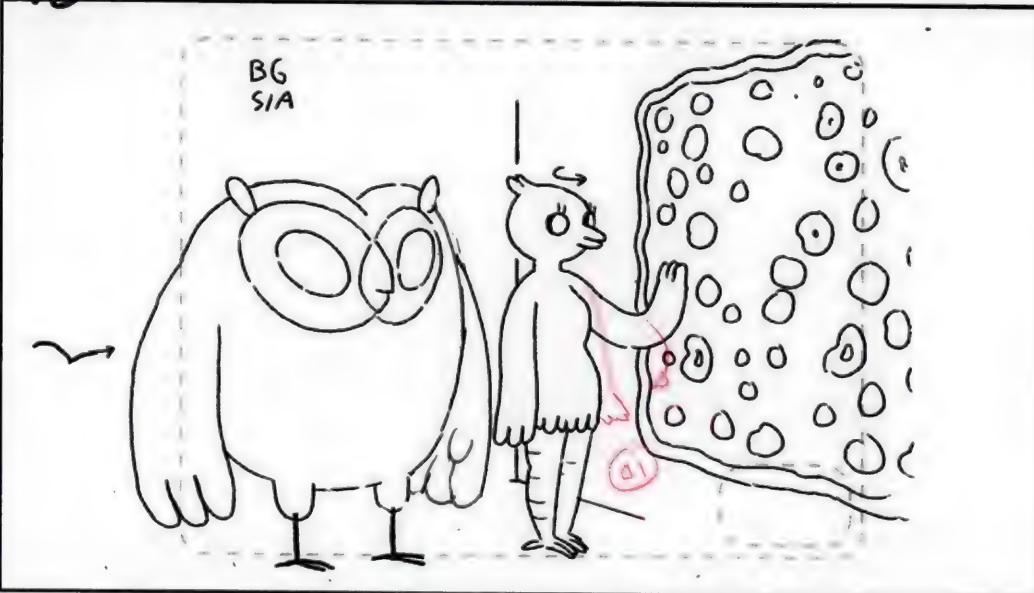
Bg.

EPISODE #

1025-196

1025/196

1025/196



Dialog:

CO/ OH, I USE THAT FOR WORK.

Action:

SEP 12 2014

Timing:

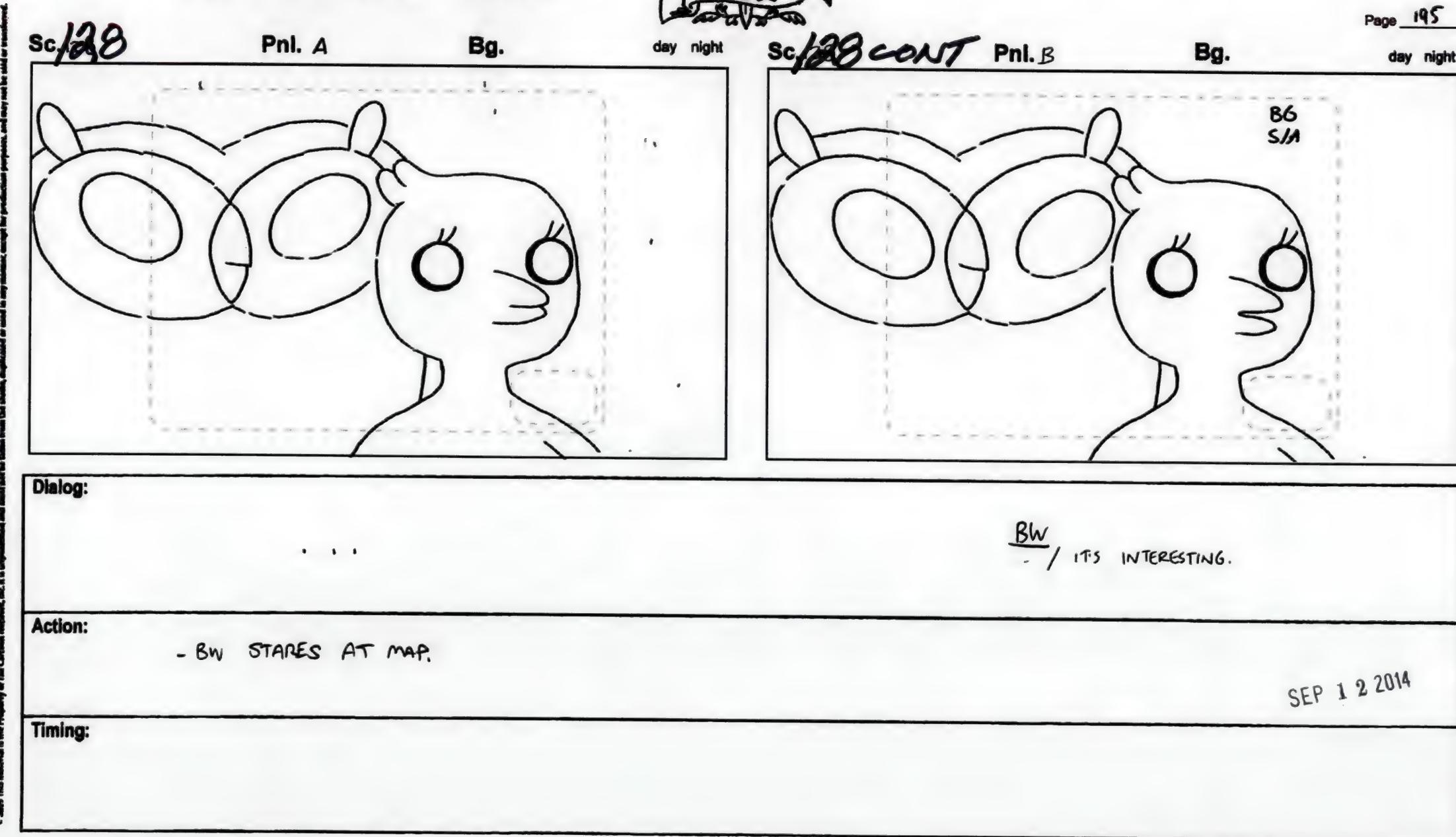
Production:

1025/196

Re-cut

ADVENTURE TIME

1025/196



Page 195

1025-196

1025/196

ADVENTURE TIME

1025/196

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Sc. 108 cont

Pnl. C

Bg.

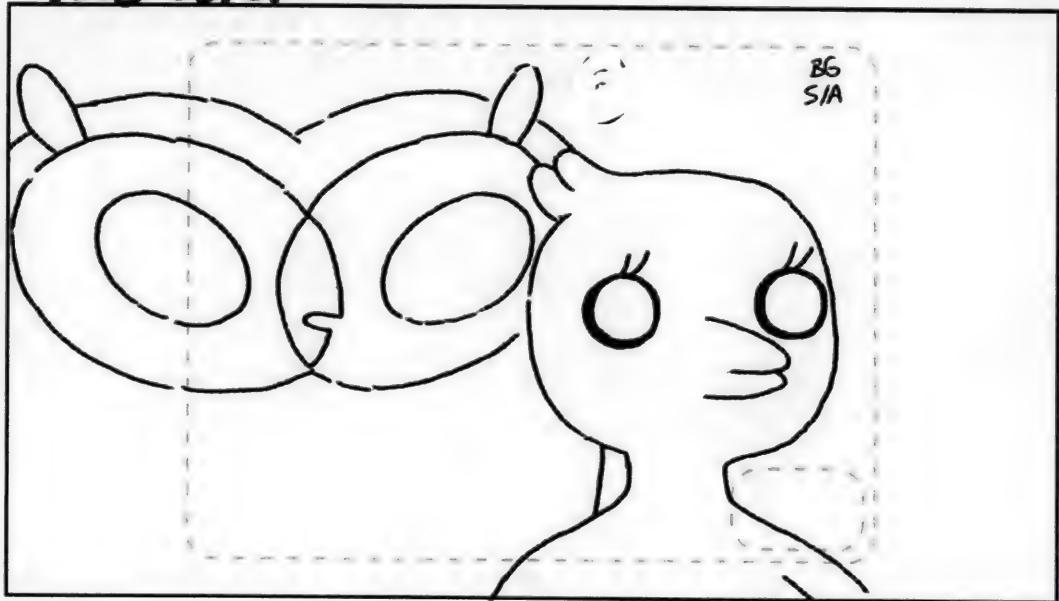


day night

Page 196

day night

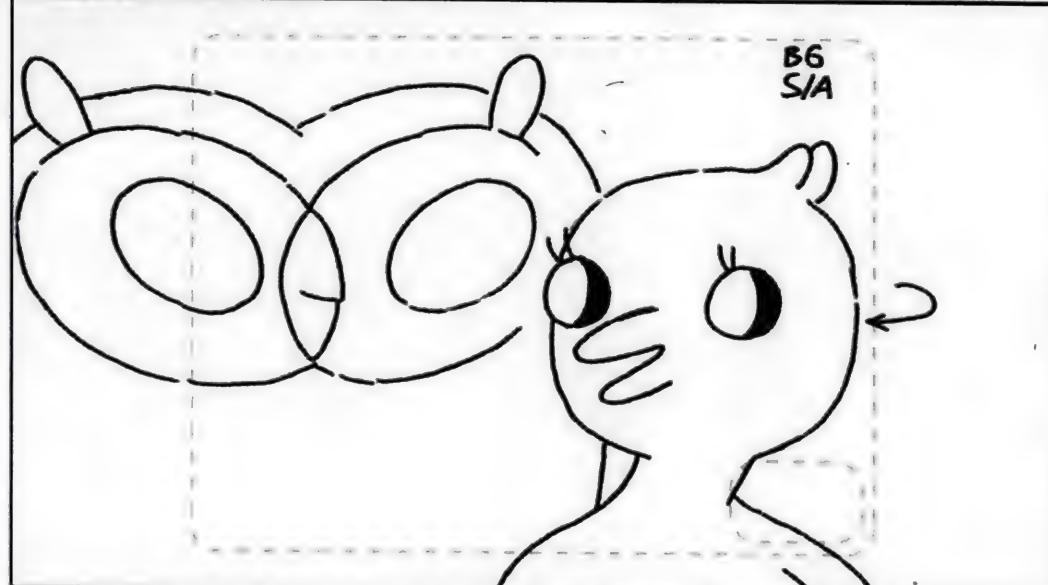
Hand
Art



Sc. 108 cont

Pnl. D

Bg.



Dialog:

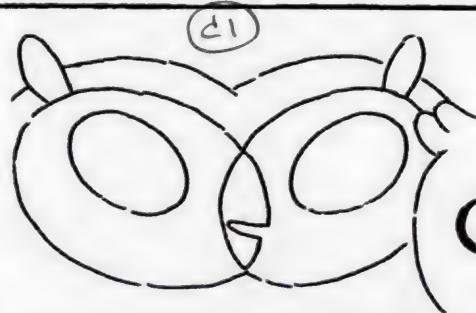
CO / HAHA, YEAH, I GUESS IT IS. YOU WANNA SPY ON PEOPLE'S DREAMS?

BW : CAN WE?

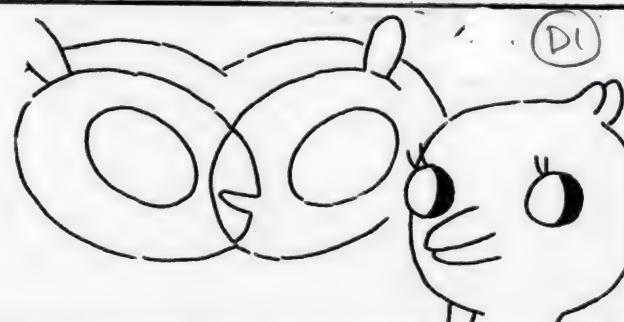
CO : SURE!

SEP 12 2014

Action:



Timing:



Production:

EPISODE #

1025-196

1025/196

1025/196

1025

ADVENTURE TIME



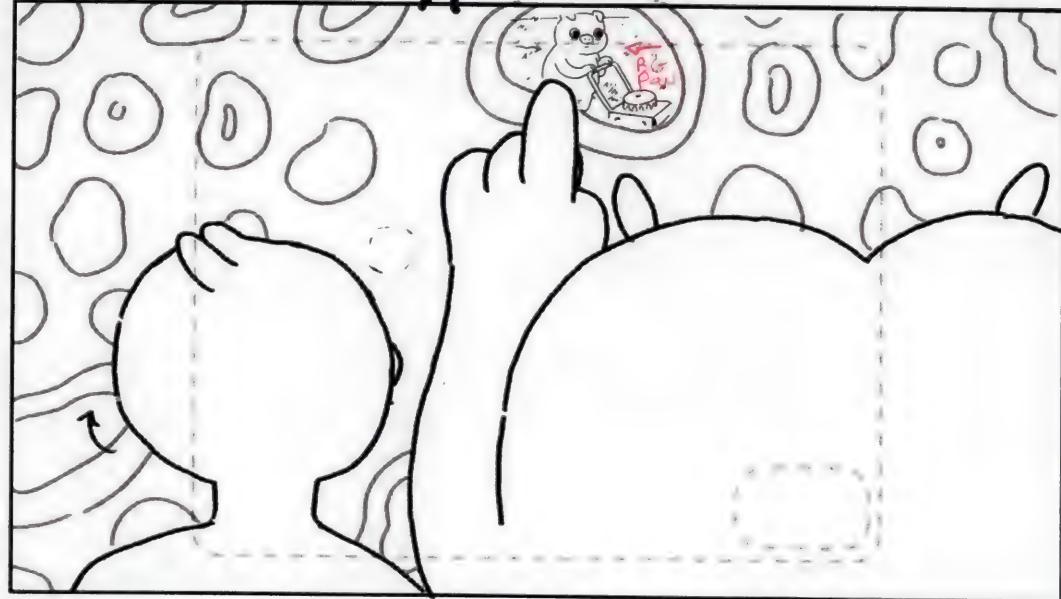
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Sc. 129

Pnl. A

Bg.

day night

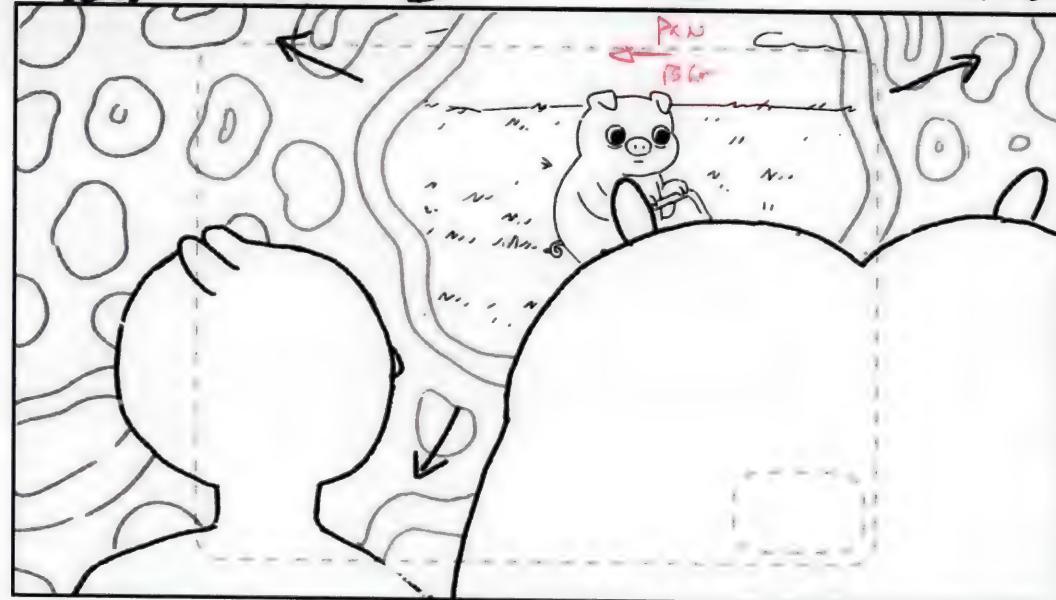


Sc. 129 cont

Pnl. B

Bg.

day night



Page 191

1025-196

EPISODE #

1025

1025/196

Dialog:



Mr. Pig's
Dream glob
shrinks

SFX: *TAP- TAP *



Mr. Pig Dream Glob

Action:



- CO TAPS DREAM

Timing:

- DREAM EXPANDS

SEP 12 2014



Production:

1025/196

ADVENTURE TIME

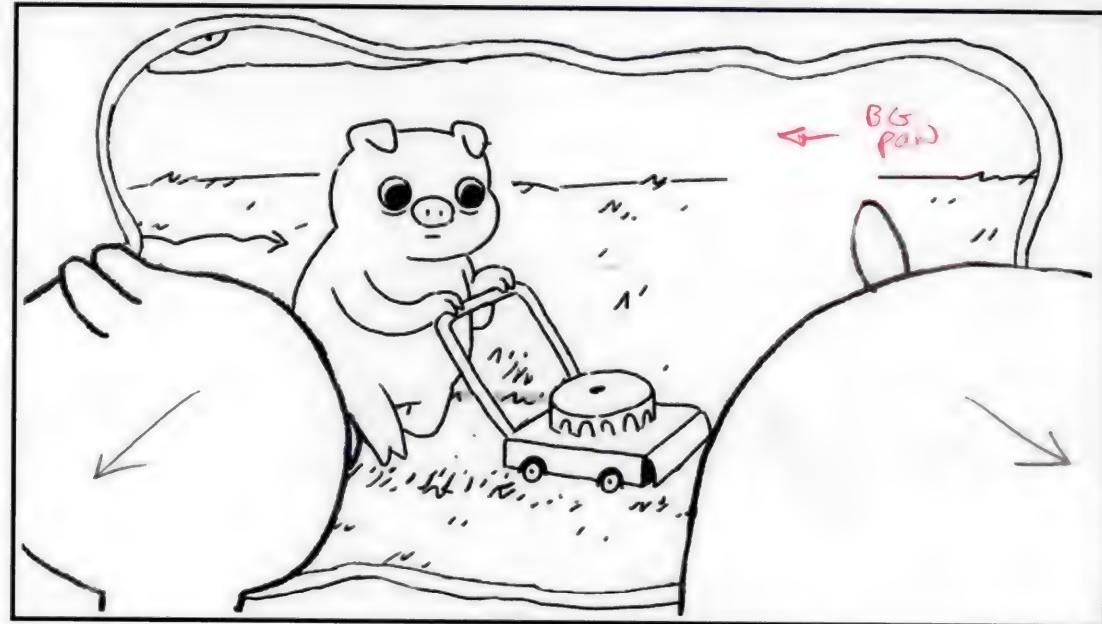


Sc. 129 *cont*

Pnl. C

Bg.

day night

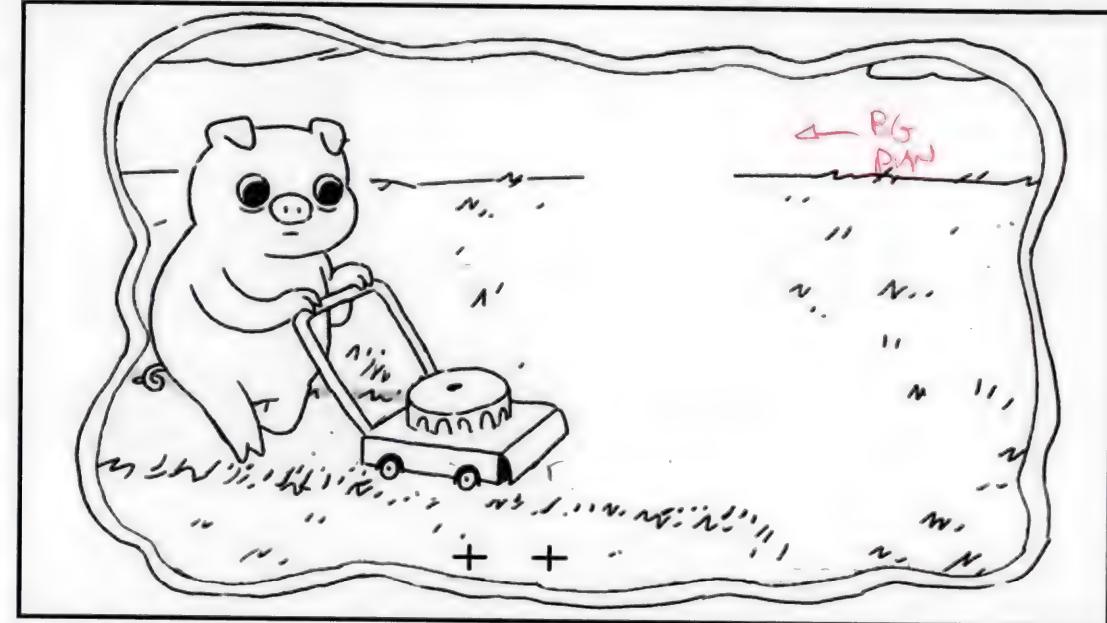


Sc. 129 *cont*

Pnl. D

Bg.

day night



Dialog:

SEP 12 2014

D1

D2

Action:

-Pan with Action

Timing:



Production:

EPISODE # 1025-196

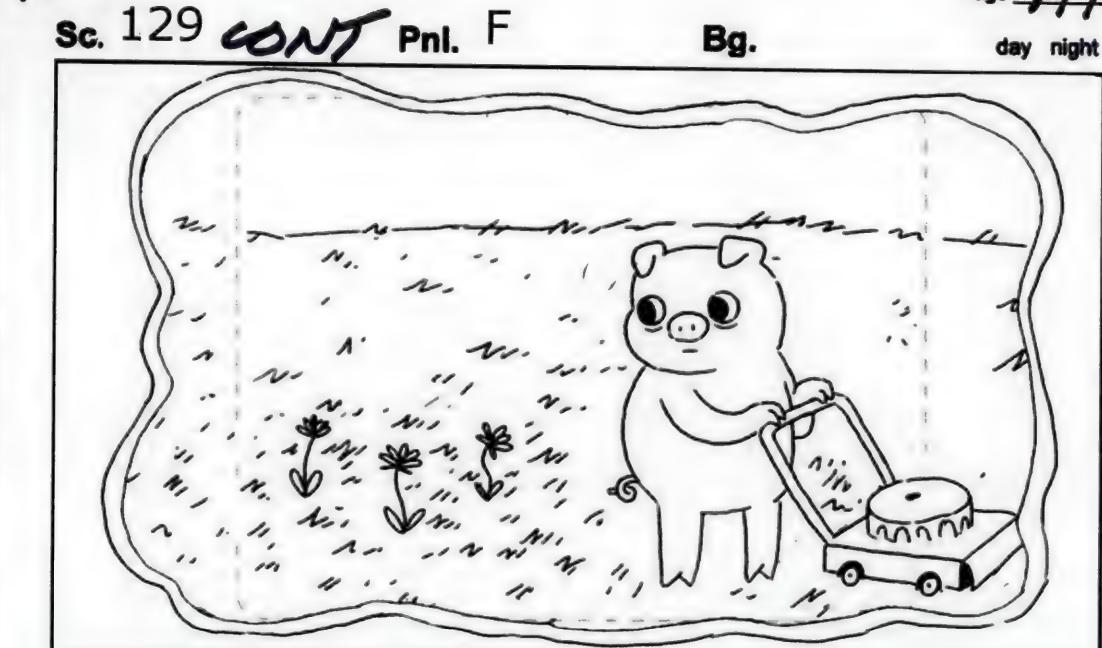
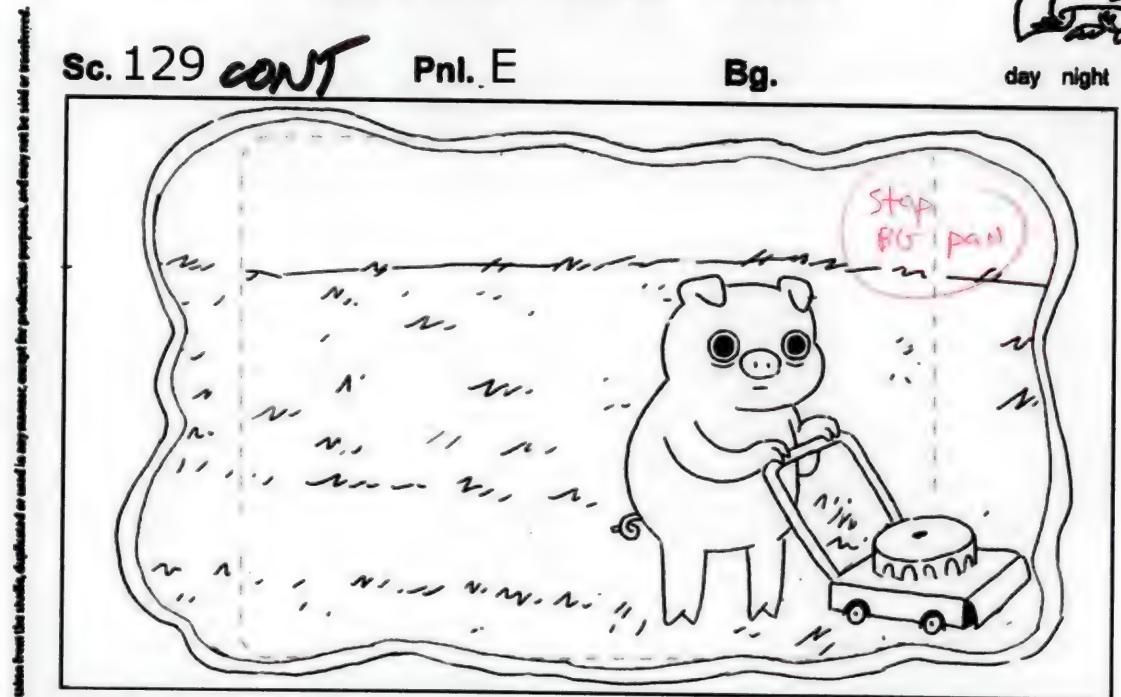
1025/196

Page 198

1025/196

ADVENTURE TIME

1025/196



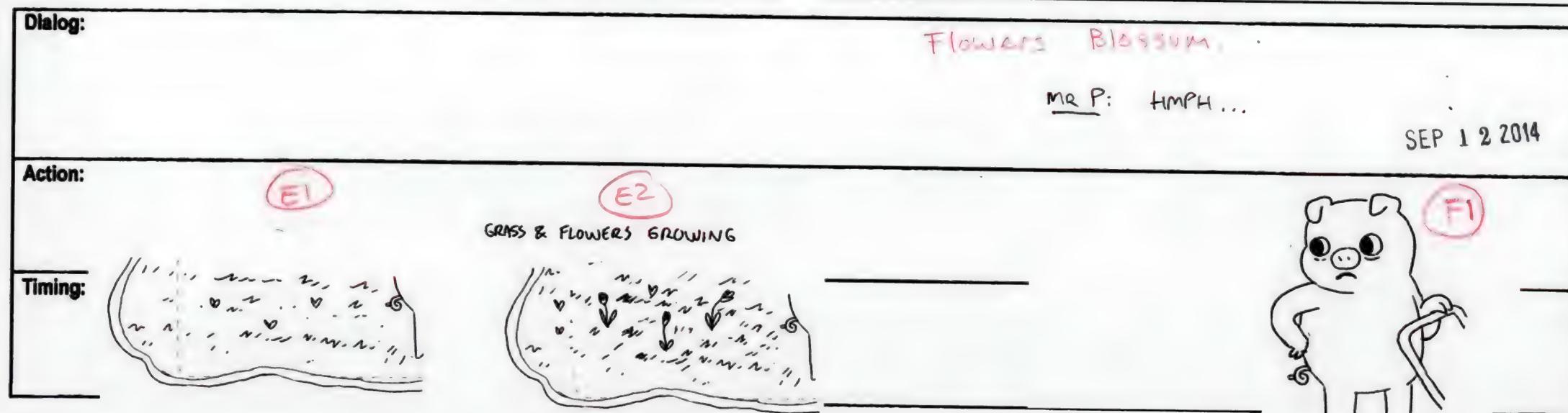
NO SC 130

Page 199
day night

1025-196

EPISODE #

1025/196



1025/196

ADVENTURE TIME

CUT

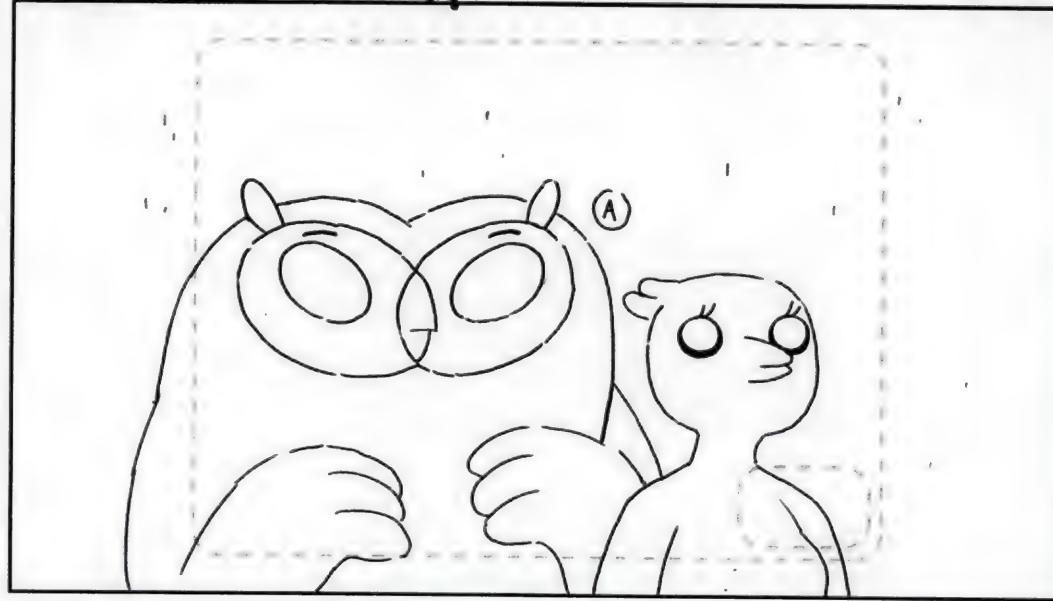
1025/196

Sc. B/

Pnl. A

Bg.

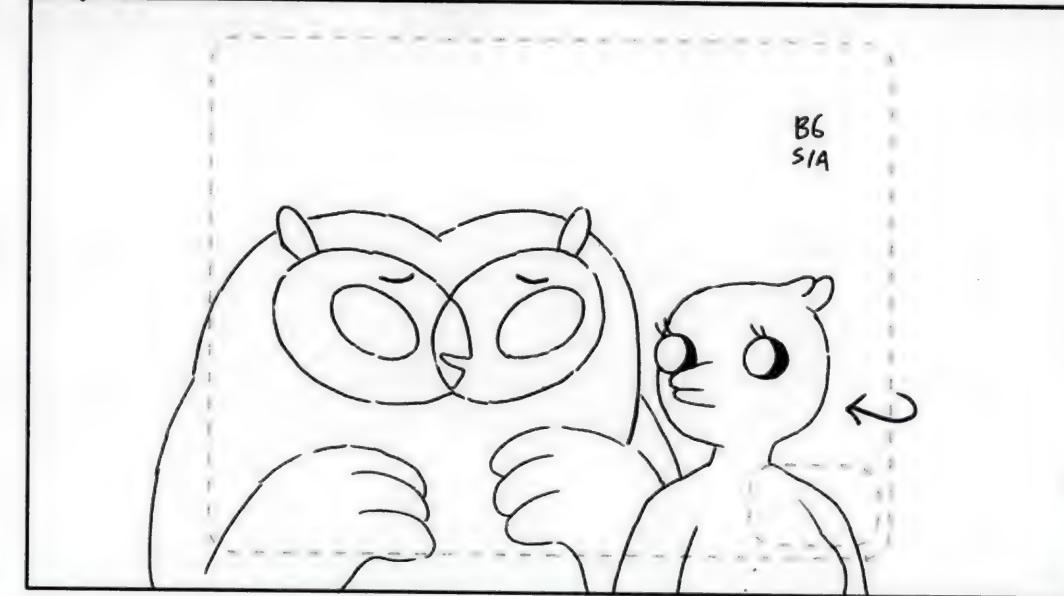
day night



Sc. B/ cont Pnl. B

Bg.

Page 260
N0 PG 201
day night



Dialog:

SFX: * LAWNMOWER *

CO / HEH HEH ...

Action:

SEP 12 2014

Timing:



Production:

1025-196

EPISODE #

1025/196

1025/196

1025/196

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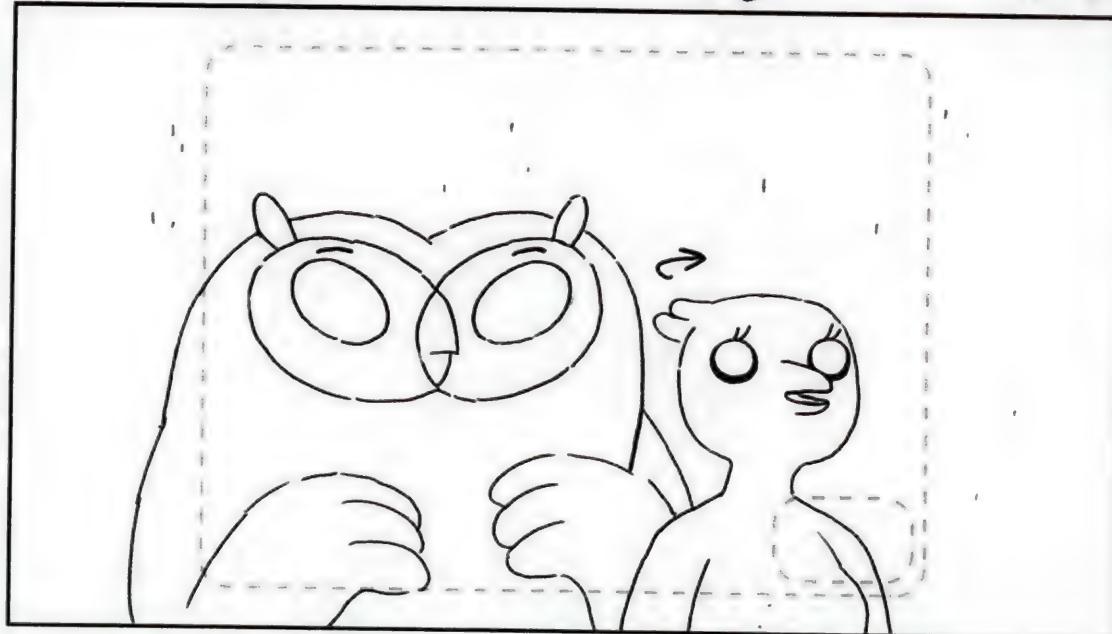
Sc. 131 *cont* Pnl. C

Bg.



*HW
Cart*

day night



Dialog:

BW / what's it like?

Action:

Timing:

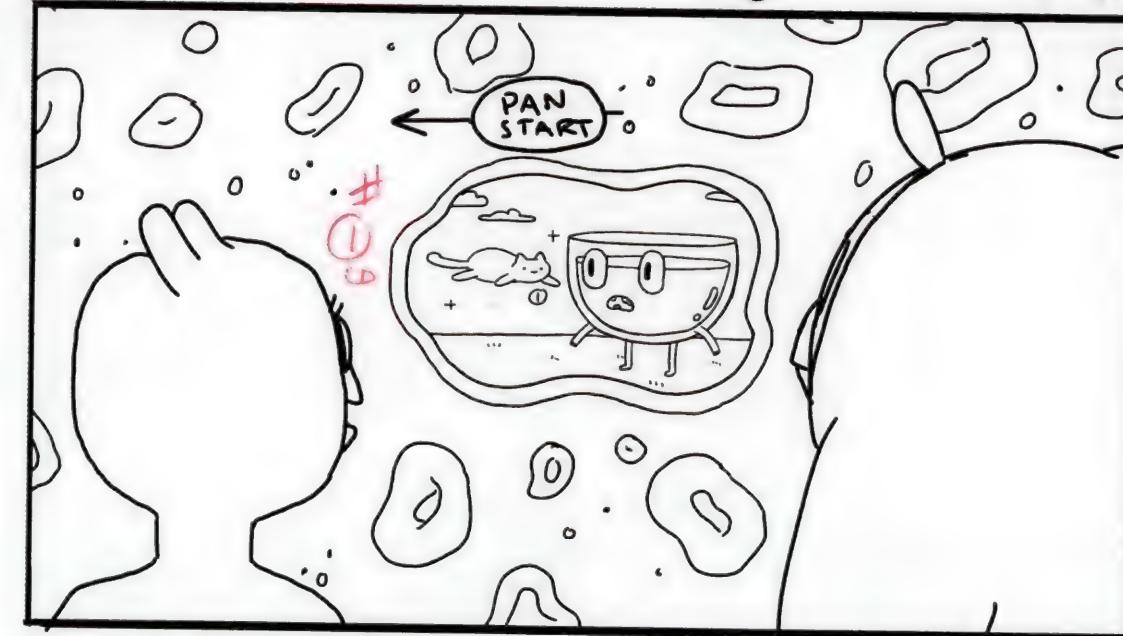
Sc. 132

Pnl. A

Bg.

Page 202

day night



BW / To have all this
at your finger tips ?

- BW + CO WATCH DREAMS
(REFER TO ADDITIONAL)
SCENES -
ON PGS. 204A through 204E
- PAN REF. ON PAGE 204F

SEP 12 2014

Production:

1025/196

1025-196

EPISODE #

1025/196

1025/196

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ADVENTURE TIME



Sc. 132 ~~cont~~ Pnl. B

Bg.

day night



Dialog:

Co / (happily) I guess
I don't think about it.

Action:

- Co + BN TURN TOWARDS EACH OTHER.

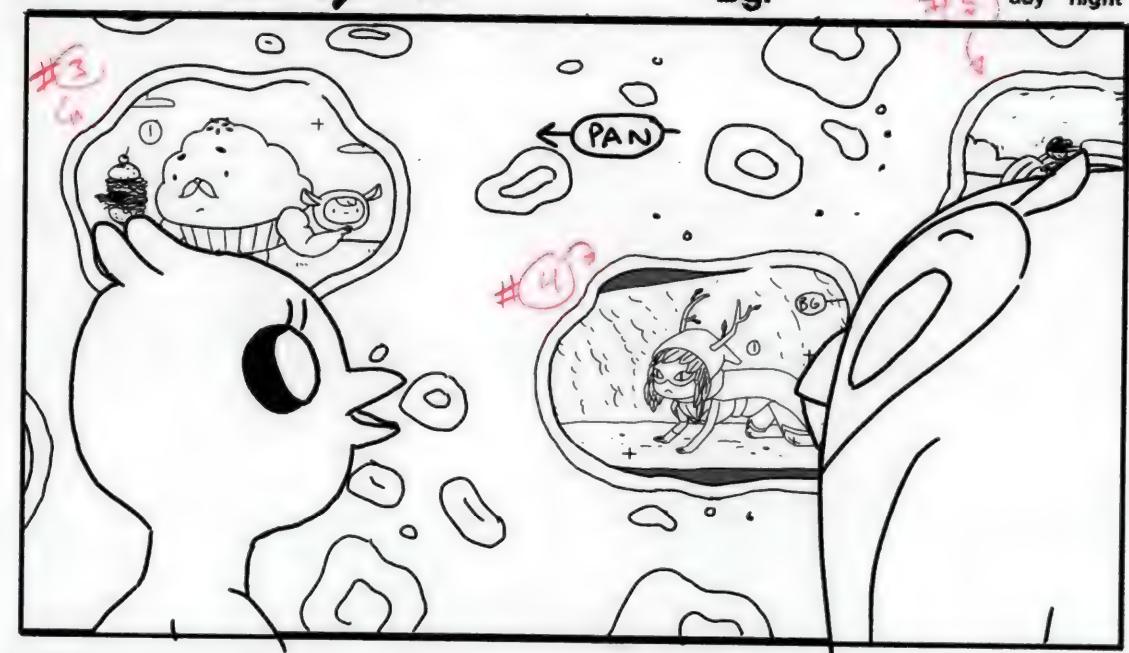
Timing:

Sc. 132 ~~cont~~ Pnl. C

Bg.

Page 203

#13 day night



EPISODE #

1025-196

Production:

1025/196

1025/196

1025/19

SEP 12 2014

ADVENTURE TIME

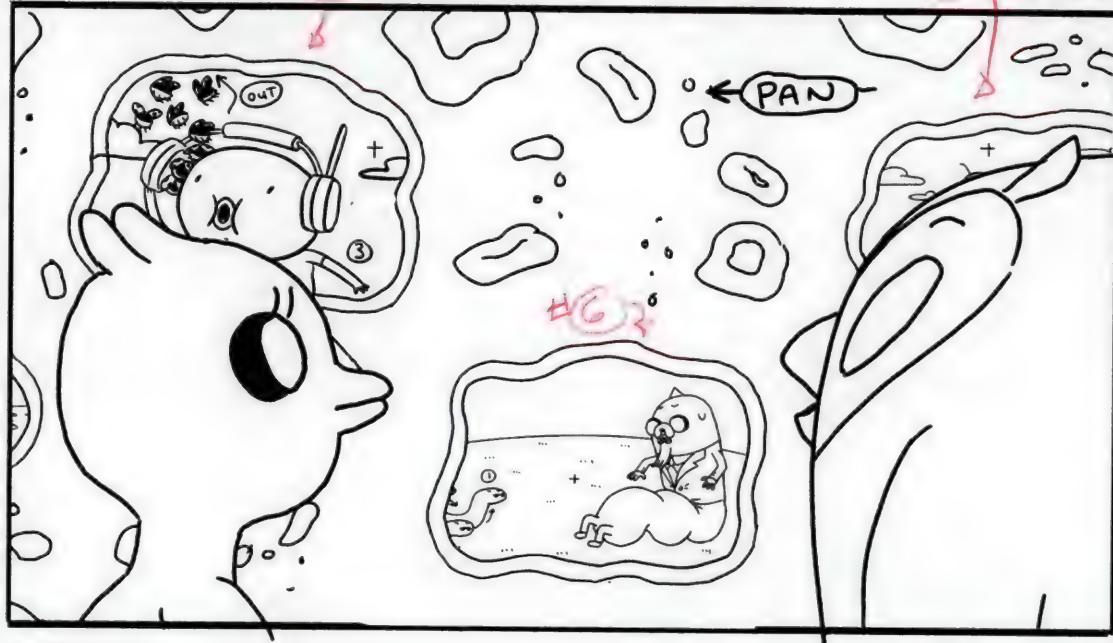


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Sc. 132 cont. 5 Pnl. D

Ba.

#(2) day night



Sc. 132 cont. Pnl. E

Ba.

Page 204
204 A涅ル TV
day night
Art



Dialog:

co / I'm totally that
powerful

Bw / Even royalty?

Action:

SEP 12 2014

Timing:

Production:

1025/196

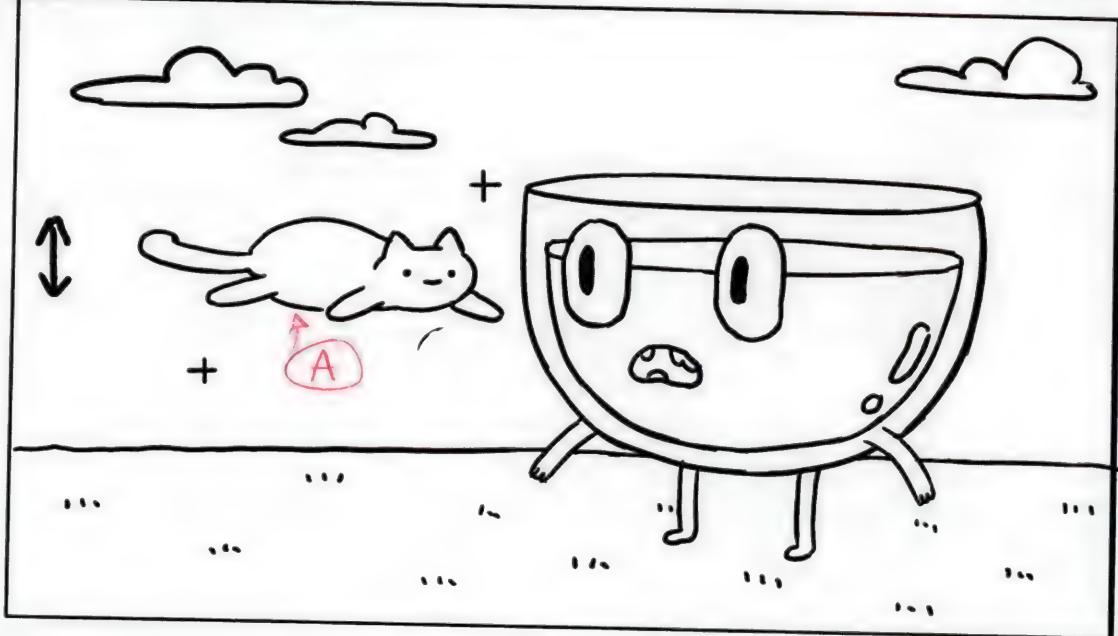
1025/196

1025/196

ADVENTURE TIME

Sc. 132 cont Pnl. A

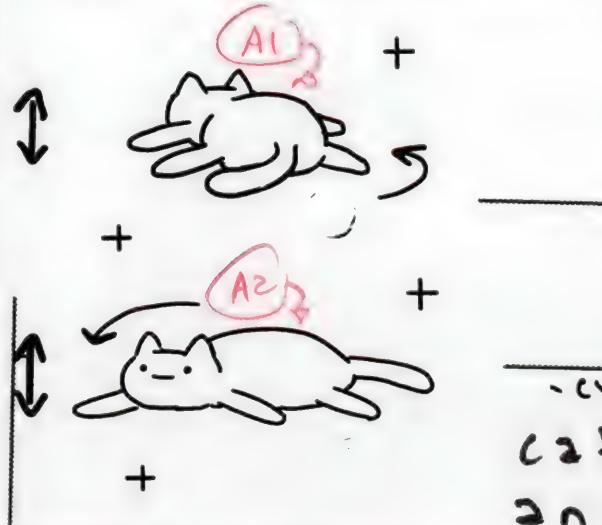
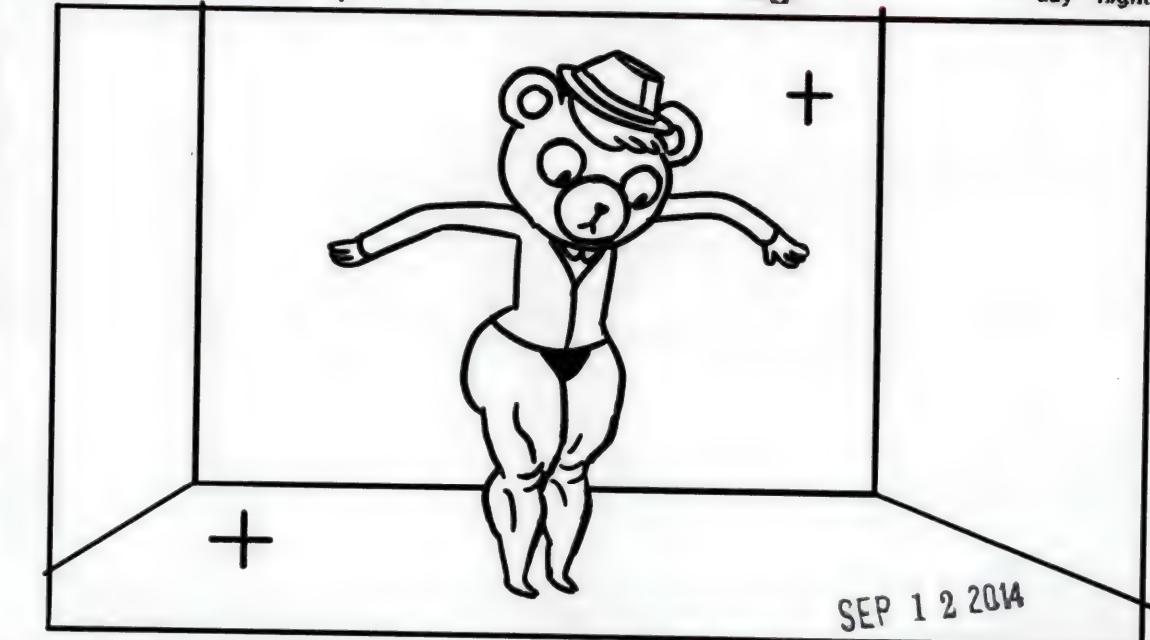
Bg. #1



Sc. 132 cont Pnl. A

Bg. #2

Page 204A
204B NEXT
day night



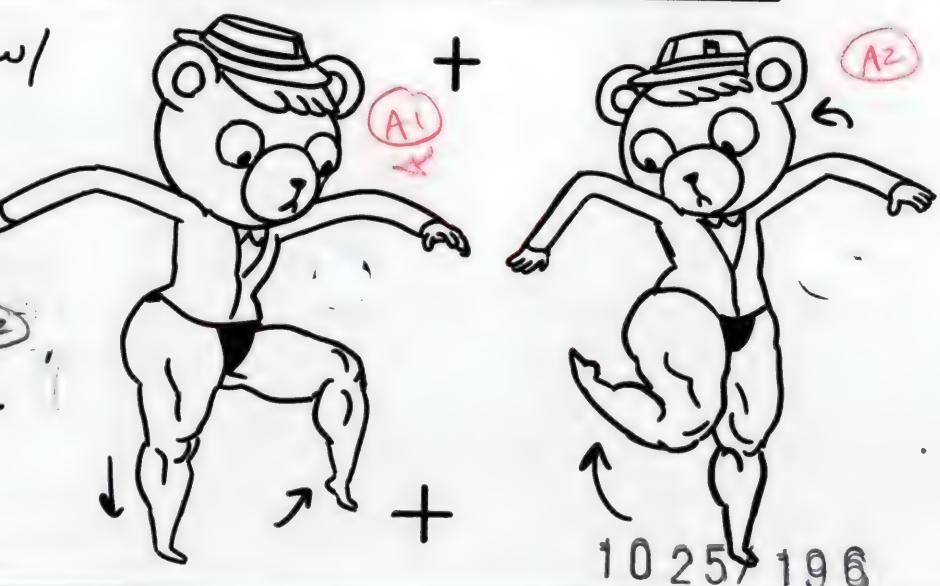
- PUNCH BOWL WATCHES A
CAT HOVERING.

- CYCLE ①, ②, ③, ①, ②, ③, etc.

cat slowly bobs up
and down while rotating

- Party Pat w/
bodybuilder
legs

- CYCLE
A1 A2
etc.



EPISODE #

1025-196

1025/196

ADVENTURE TIME

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Sc. 132 cont Pnl. A

Bg. #③



day night

Sc. 132 cont Pnl. A

Bg. #④

Page 204B
204C NEXT
day night



Dialog:

- Mr. Cupcake has a sandwich in one hand and a head in the other.

② +



- Huntress Wizard crawls through tunnel that keeps getting smaller



- CYCLE ①, ②, ①, ②, etc.

SEP 12 2014



1025/198

EPISODE #

1025-198

ADVENTURE TIME

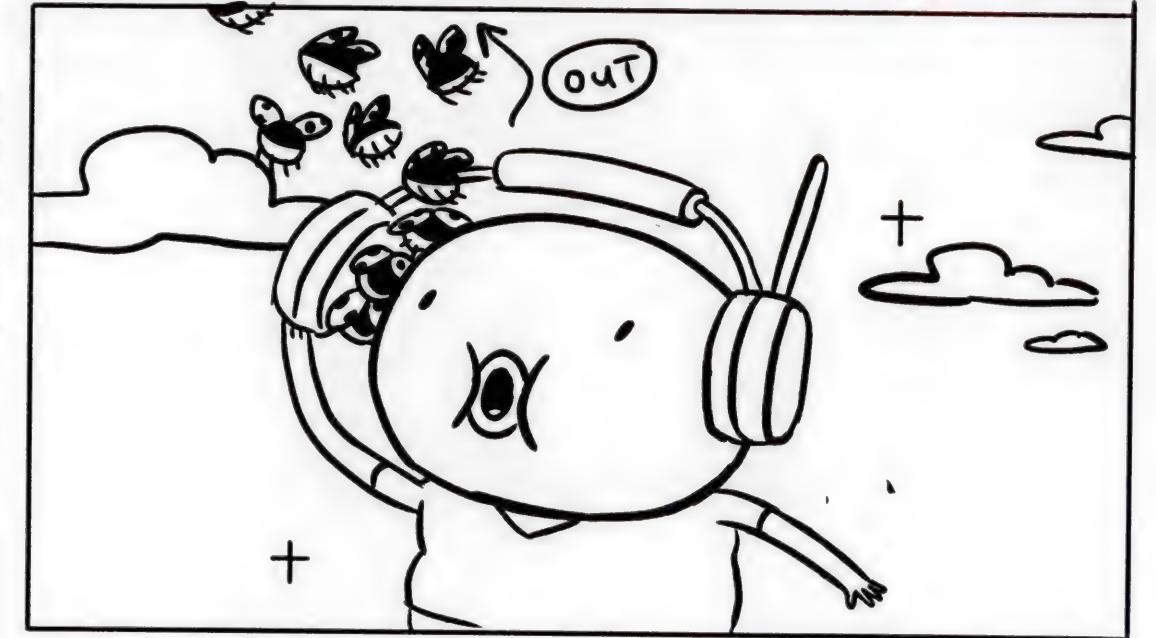
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Sc. 132 cont Pnl. A

Ba.

#5

dav night

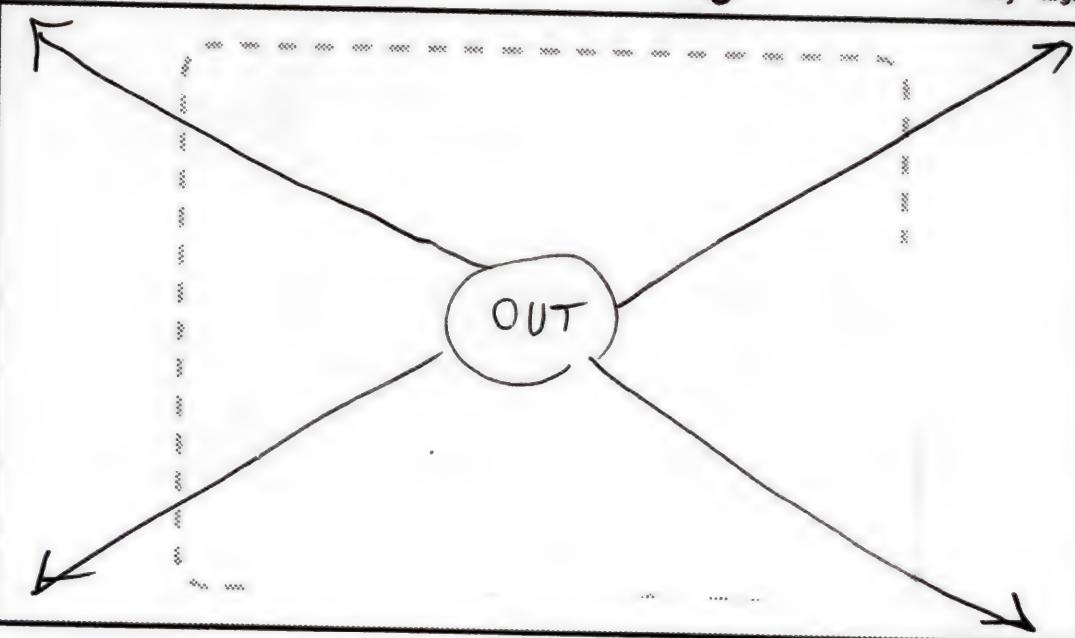


Sc.

Pnl.

Bg.

204C
Page 204
day night
NEXT



Dialog:

- Blambo listening
to music on his

Action: headphones,
nodding

Timing:
- Pulls one
side away

From his head

and a bunch of ladybugs fly out.



1025/196

EPISODE #

Production:

1025/196

1025/196

ADVENTURE TIME

Sc. 132 CONT

Pnl A

Rn

#6

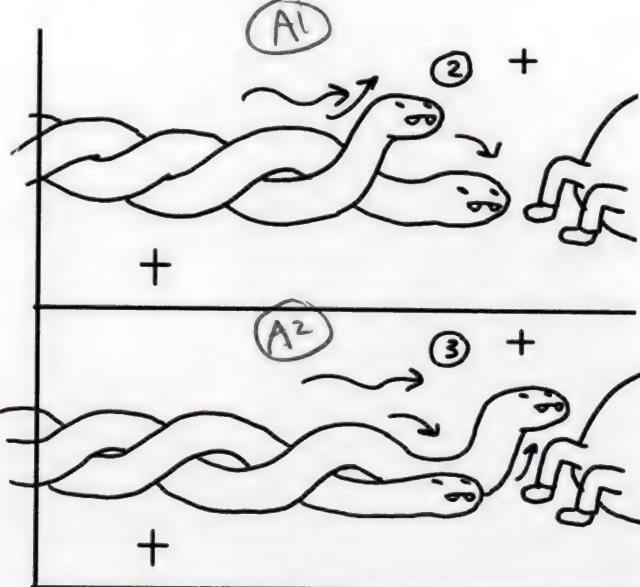
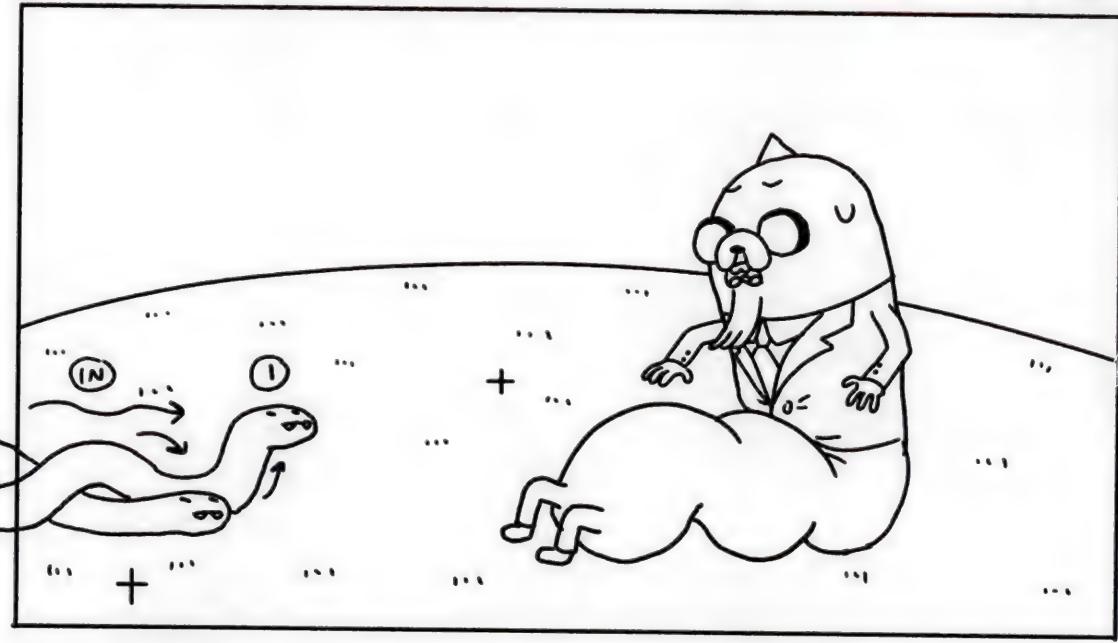


day night

Sc. 132 CONT

Pnl. A

Bq.

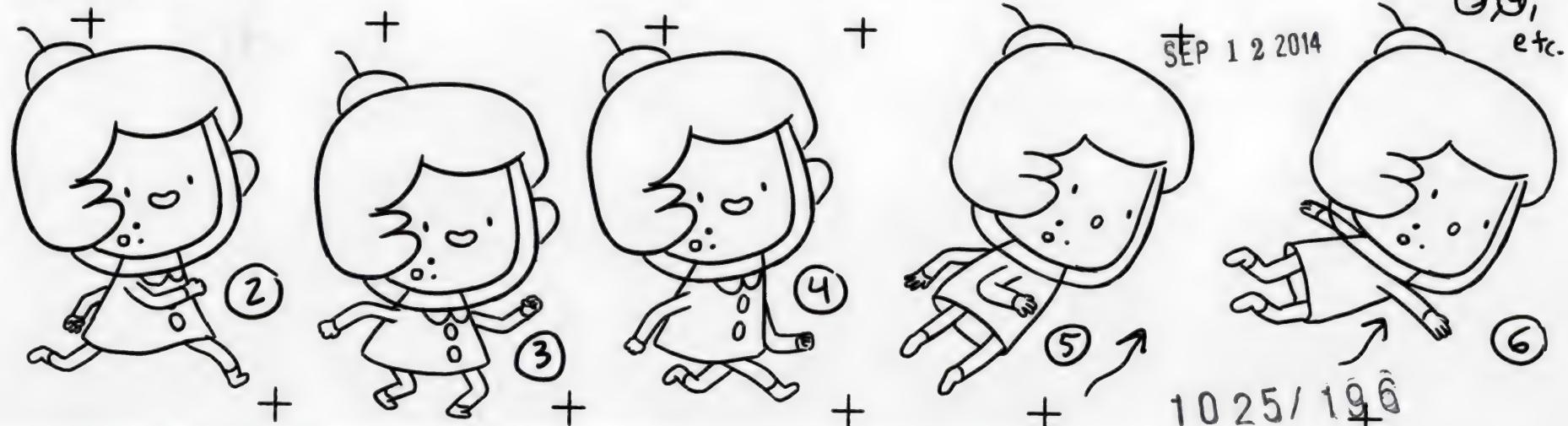
 Page 204D
 day night
 204ENEXT


- Kim Kil Whan stares in horror as two intertwined snakes slowly creep towards him.



- cherry cream soda skips along - suddenly gravity stops working & she floats away.

- CYCLE ①, ②, ③, ④, ①, ②, ③, ④, etc.



EPISODE #

1025-196

1025/196

ADVENTURE TIME



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Sc.

Pnl.

Bg.

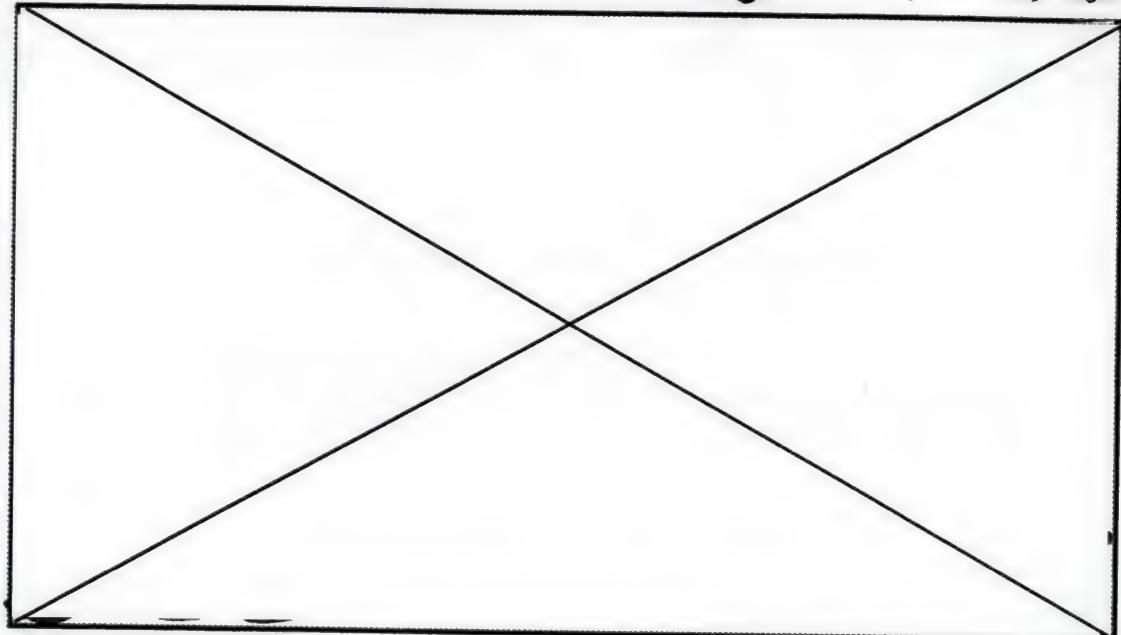
day night

Sc. 132 cont

Pnl. A

Bg.

Page 204 E
204NEXT
day night



Dialog

Action

Timing

EPISODE #

1025-196

1025/196

1025-196

SEP 12 2014

Finn and Jake (as presents)
throwing banana man
- a birthday party.



CYCLE F & J ①, ②,
①, ②, etc.



1025/196

ADVENTURE TIME

Sc. 132

Pnl.

Bg.



day night Sc.

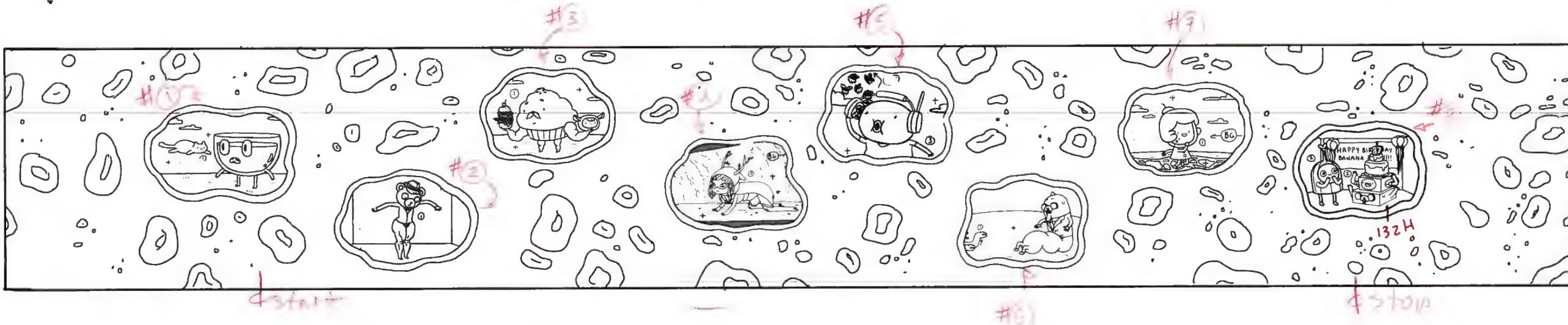
REVISED
9/15/14

Page 204F

day night

Pnl.

Bg.



* PAN REFERENCE *

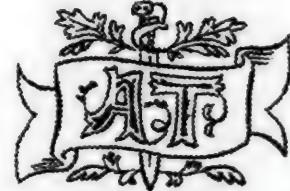
- reference for #1 - sc.132 pg.204A
- reference for #2 - sc.132 pg.204A
- reference for #3 - sc.132 pg.204B
- reference for #4 - sc.132 pg.204B
- reference for #5 - sc.132 pg.204C
- reference for #6 - sc.132 pg.204D
- reference for #7 - sc.132 pg.204D
- reference for #8 - sc.132 pg.204E

1025/196

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CUT

ADVENTURE TIME

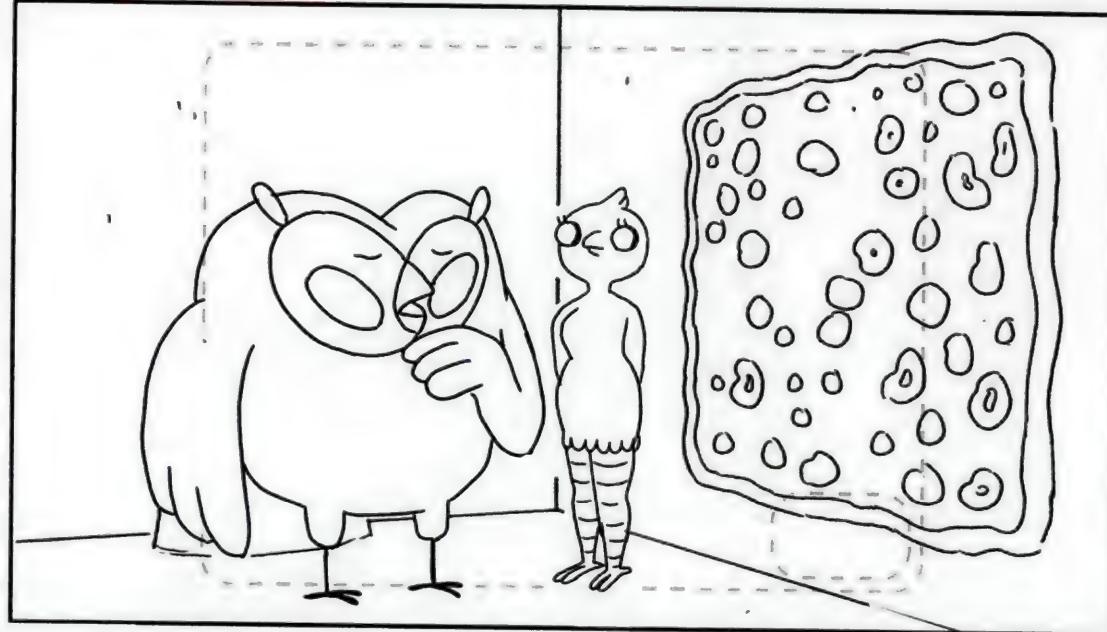


Sc. 133

Pnl. A

Rn

day night



Dialog:

CO/ Like, Ice King or something? His dreams are so sad.

Action:

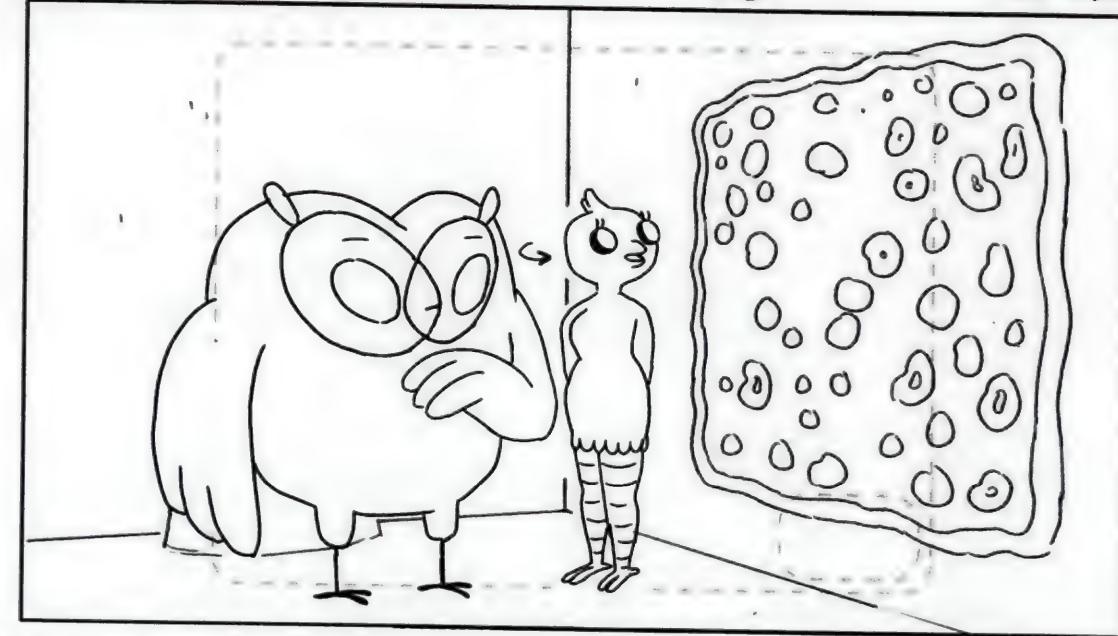
Timing:

Sc. 133 ~~CONT~~ Pnl. B

Page 205

Bg.

day night



Bw / like ...

SEP 12 2014

EPISODE #

Production:

1025-196 1025/196

1025/196

1025/196

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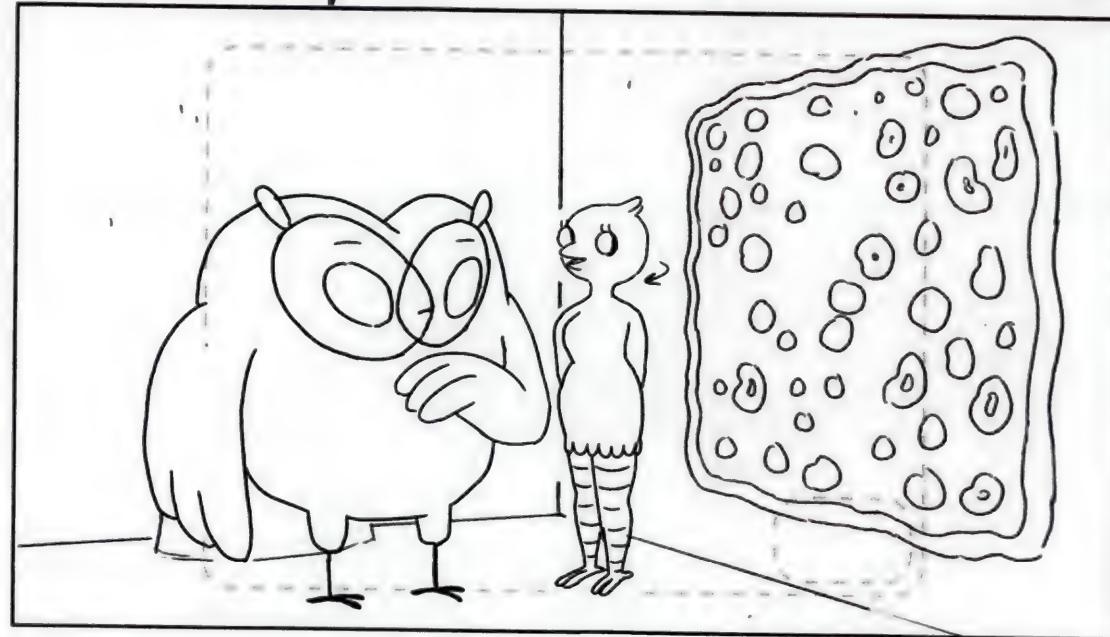
ADVENTURE TIME

Sc. 133 cont Pnl. C

Bg.



day night



Dialog:

Bw / .. Princess Bubblegum

Action:

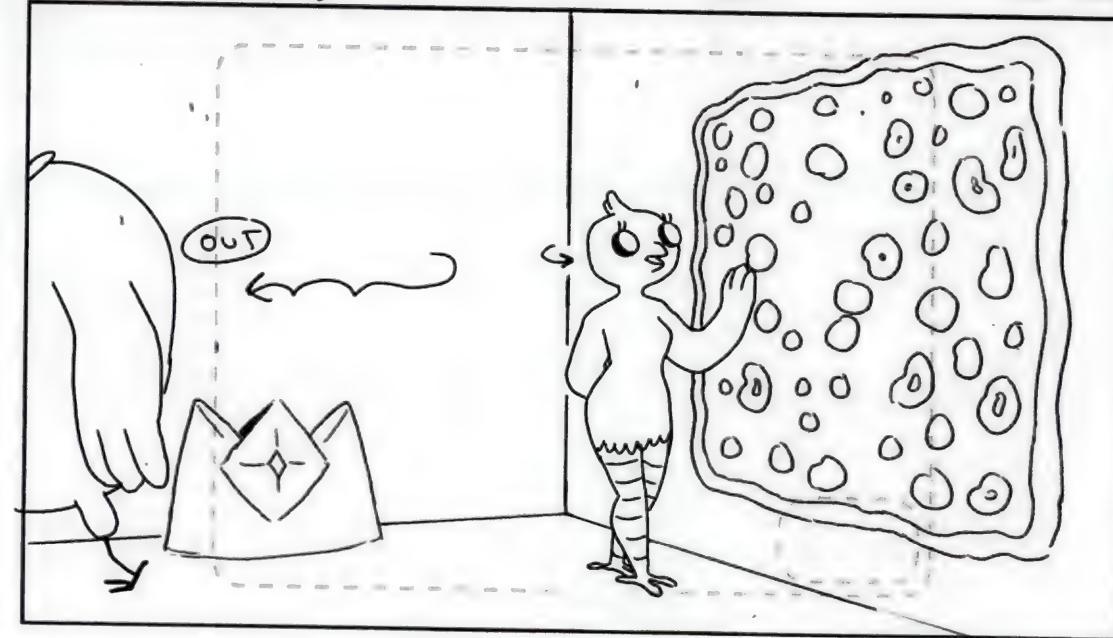
Timing:

Sc. 133 cont Pnl. D

Bg.

Page 206

day night



Bw / surely she has some
sort of --

SEP 12 2014

(CO exits frame)

Production:

1025/196

1025-196

Hi Cut

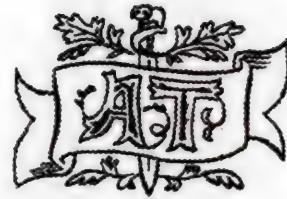
1025/196

1025/196

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HW Cut

ADVENTURE TIME



Sc. 134

Pnl.

A

Bg.

day night



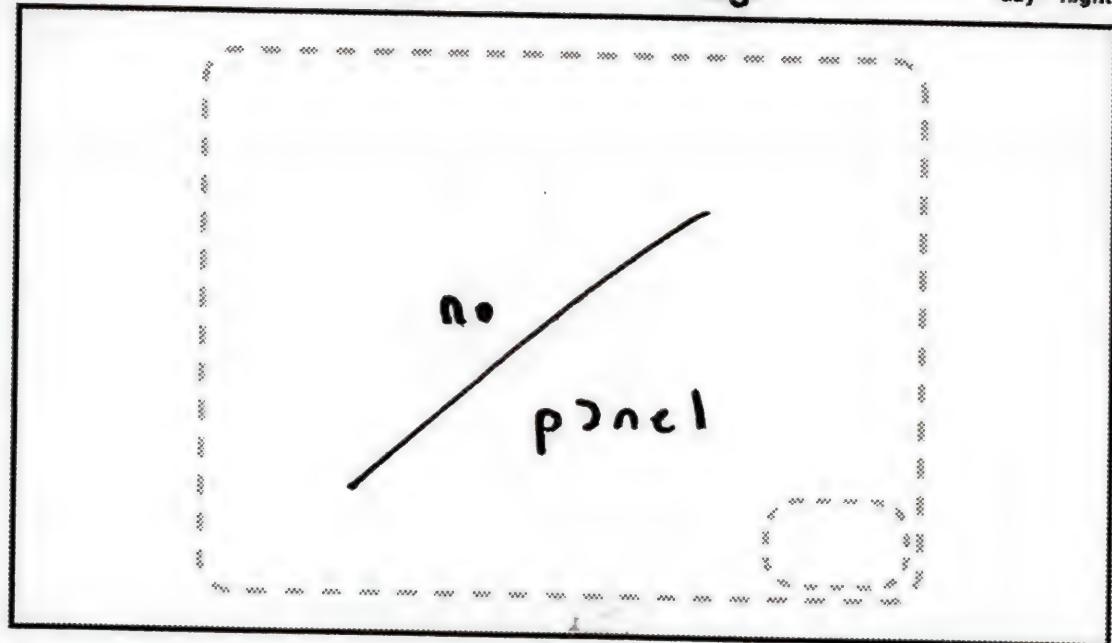
Sc.

Pnl.

Bg.

Page 207

day night



Dialog:

BW / dream security system in place ..

SEP 12 2014

Action:

Timing:

Production:

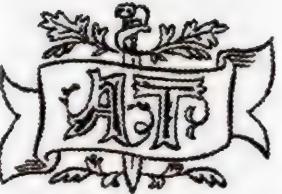
1025/19

1025-196

EPISODE #

1025/196

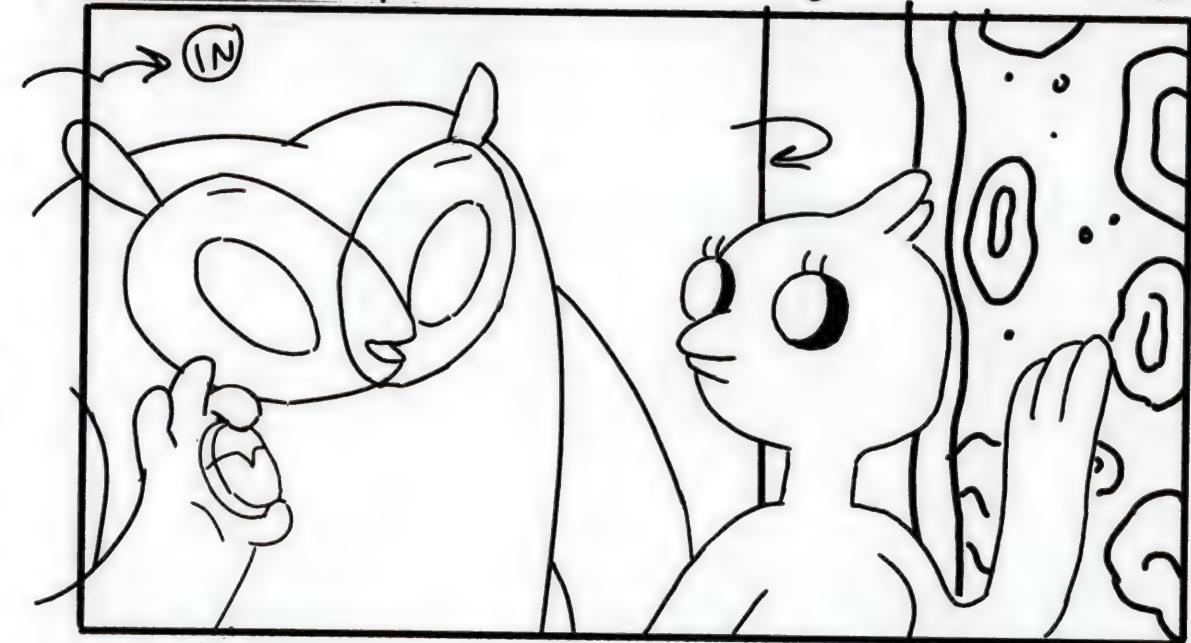
ADVENTURE TIME



Sc. 134 CONT Pnl. B

Bg.

day night



Dialog:

CO / Haha, nope . we can go right now. Is that what this is about?

Action:

- CO WALKS ON/S WITH DREAM TOKEN

BW/ Yes lets go right now.

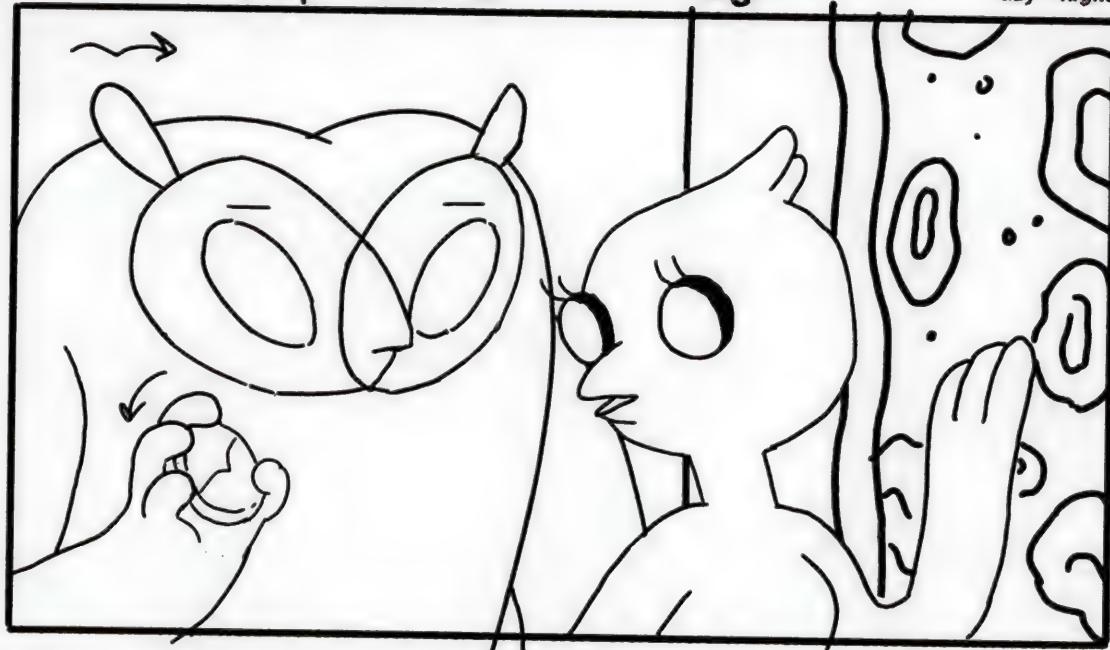
- BW STARES AT TOKEN. SEP 12 2014

Timing:

Sc. 134 CONT Pnl. C

Bg.

day night



Production:

EPISODE #

1025/196

1025-5201

HW CAT

Page 208

day night

1025/196

ADVENTURE TIME

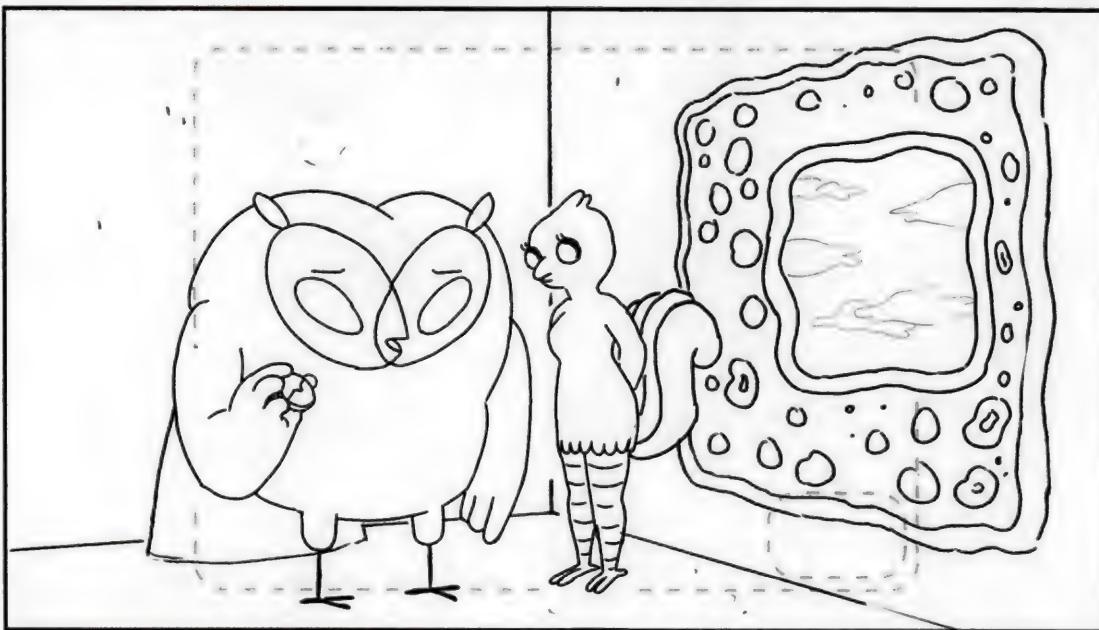


Sc. 135

Pnl. A

Bg.

day night



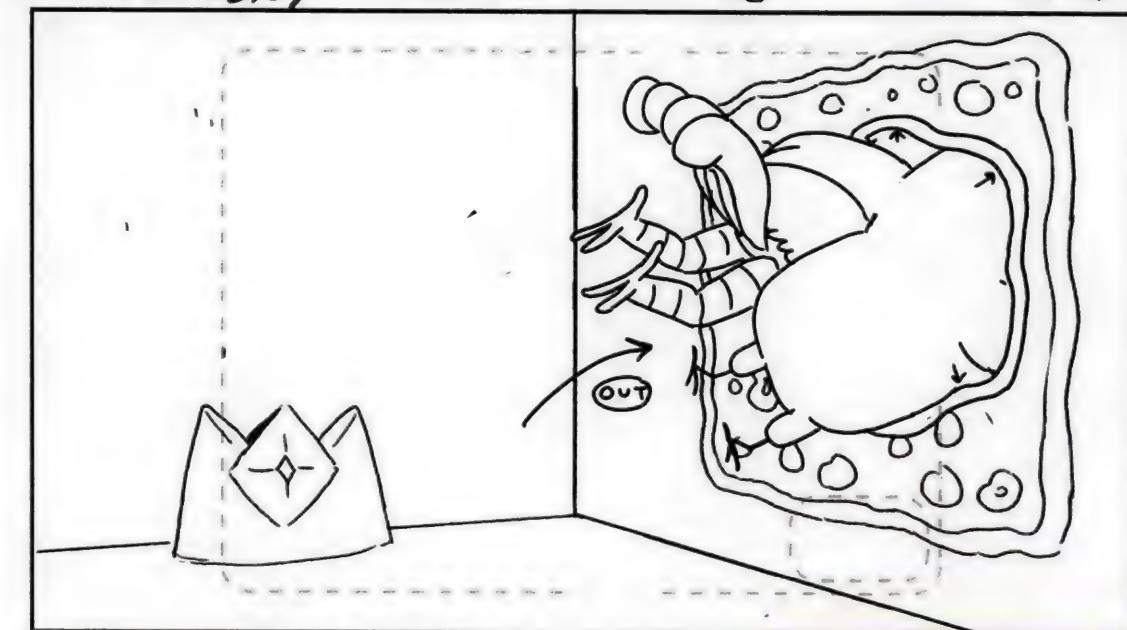
Sc. 135 cont

Pnl. B

Bg.

day night

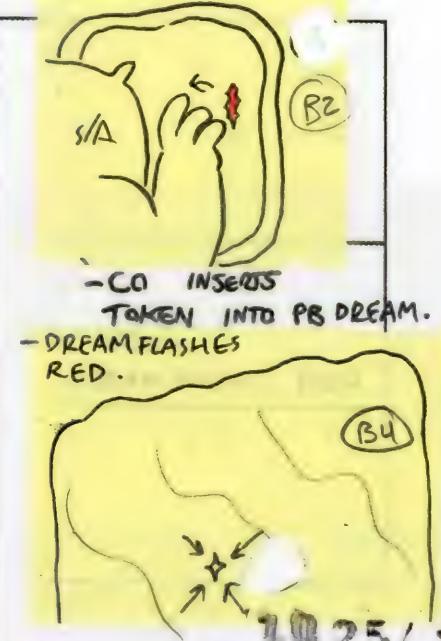
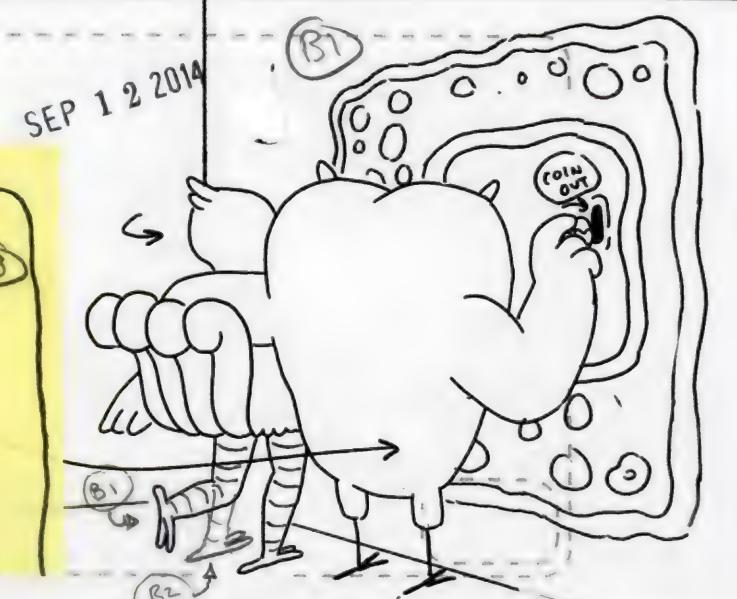
Page 209
Prop Art



Dialog:

CO: HA HA THIS FEELS WEIRD. IT SEEMS
LIKE YOU REALLY WANNA GO. IT'S
OKAY TO FEEL MANIPULATED, RIGHT?

S/A -CO GETS NERVOUS/
APPREHENSIVE.



EPISODE #

1025/196

Production:

1025/196

ADVENTURE TIME

THE CUT

1025/196

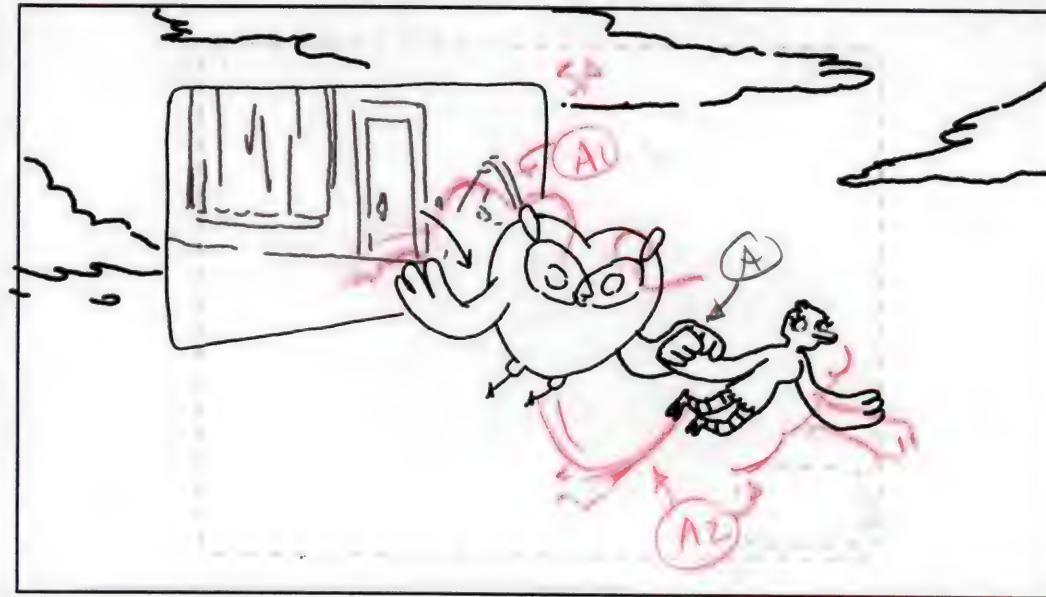
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Sc. 136

Pnl. A

Bg.

day night



Sc. 137

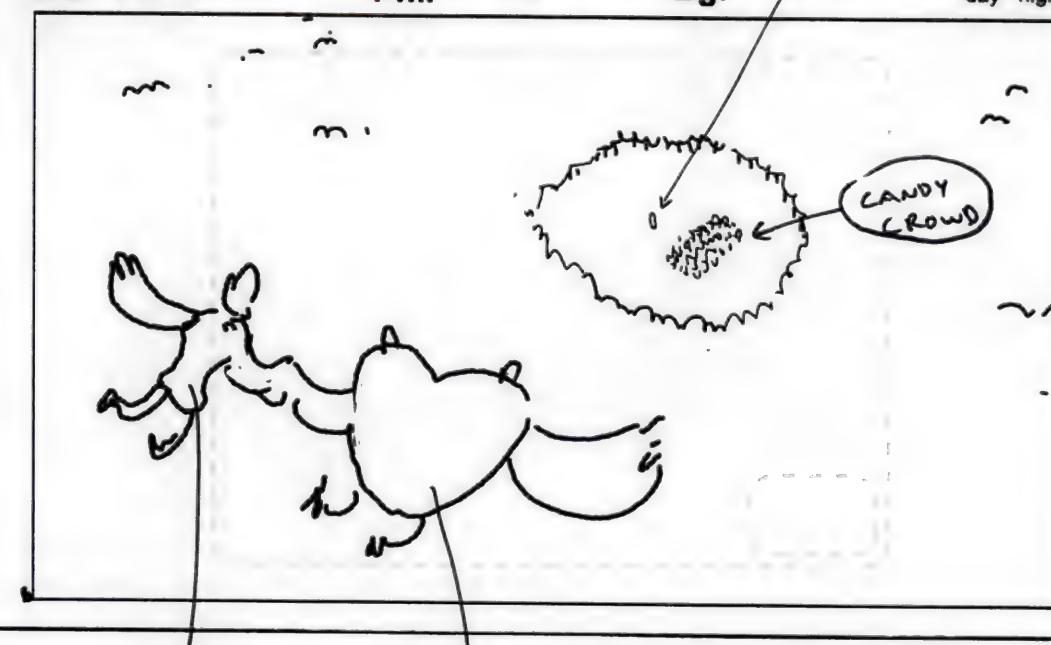
Pnl. A

Bg.

Page

310

day night



Dialog:

BW

CO

Action:

- CO + BW FLY INTO DREAM

THEY FLY INTO DREAM
THERE IS A CLOUD CLOUD IN A CLOUD.

SEP 12 2011

Timing:

Production :

1025/196

1025-196

1025/196

ADVENTURE TIME

1025/196

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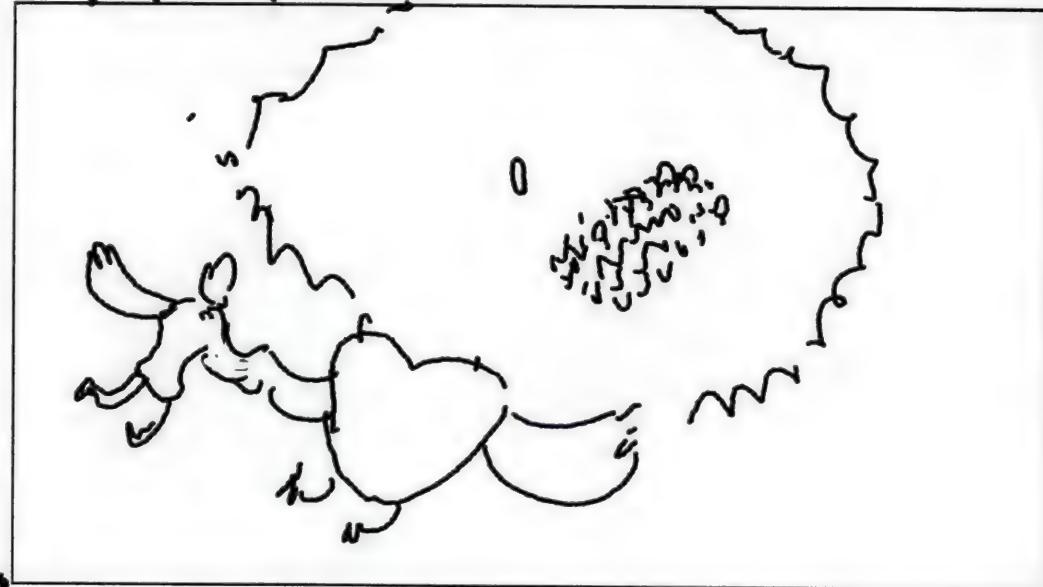
Sc. 137 cont

Pnl.

B

Bg.

day night



NO sc139

Page 211
day night

Cut

1025-196

EPISODE #

Sc. 138

Pnl.

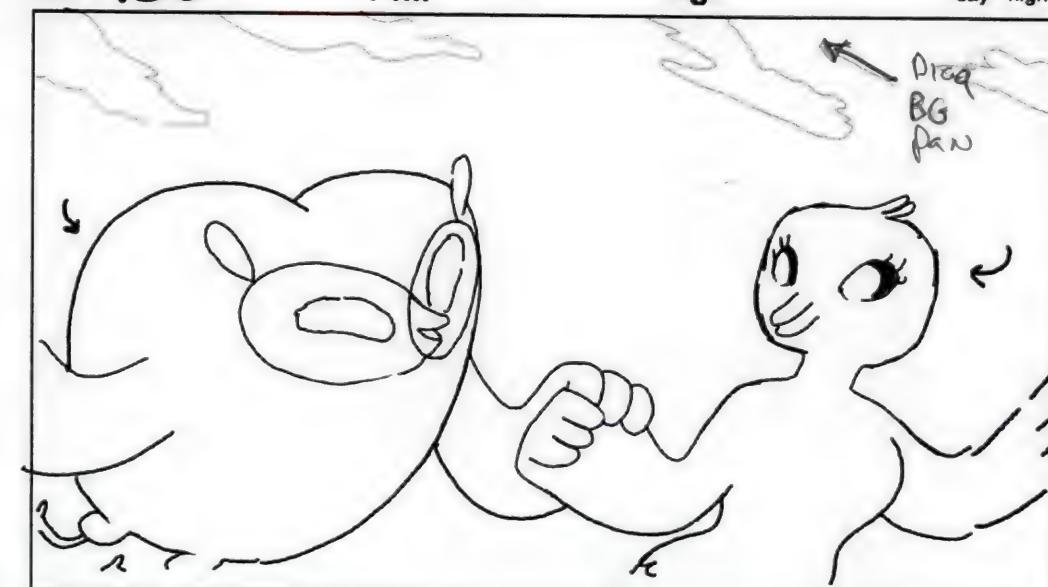
A

Bg.

Page 211
day night

Cut

1025-196



Dialog:

C.O: (WHISPER) PRINCESS BUBBLEGUM...

SEP 12 2014

Action: - They glide closer to the clearing.
We see it's PB standing in front of a crowd of candy people.

- CO + BN
LOOK AT
EACH OTHER

Timing:



1025/196

ADVENTURE TIME

1025/196

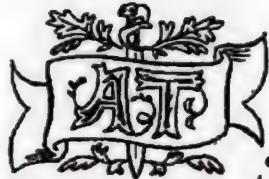
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Sc.

Pnl.

Bg.

day night



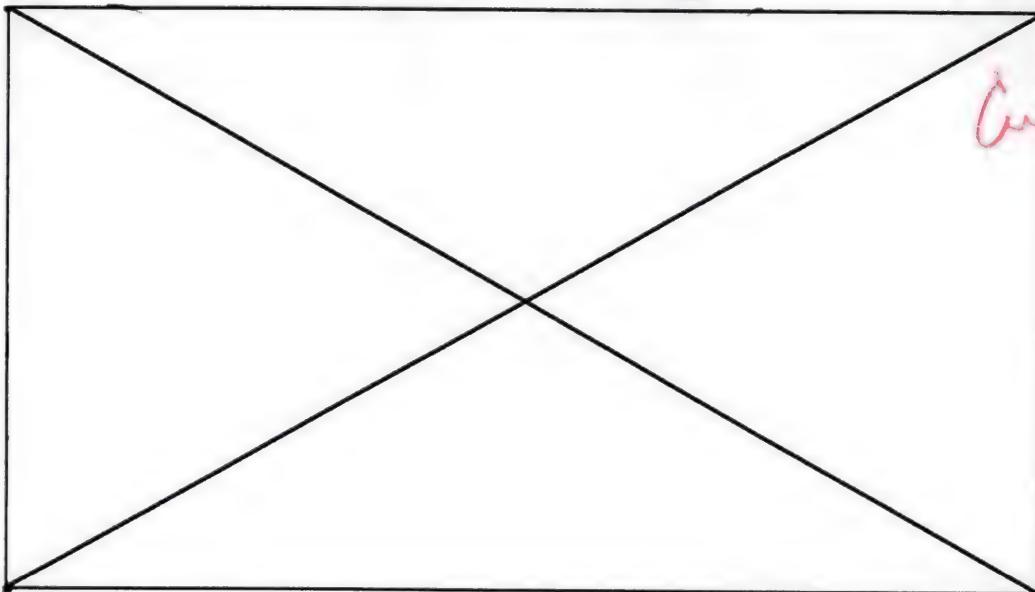
5"

40

Page 212

HV

Cut



Cut

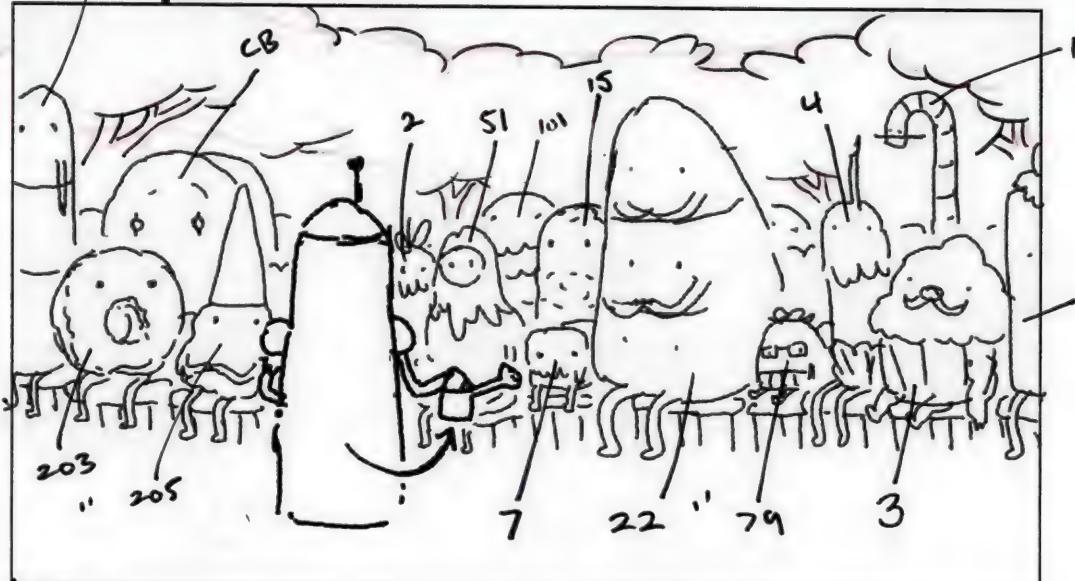
Sc.

Pnl.

A

Bg.

day night



EPISODE #

1025-196

1025/196

Dialog:

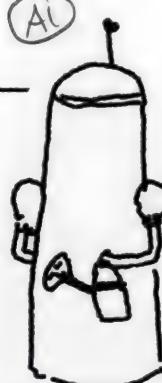
SEP 12 2014

AL

Action:

- PB STANDS IN FRONT OF A CROWD OF CANDY PEOPLE.
THEY HAVE NO MOUTHS,
- PB HAS A WATERING CAN BEHIND HER BACK.

Timing:



Production :

1025/196

McCut

ADVENTURE TIME

1025/196

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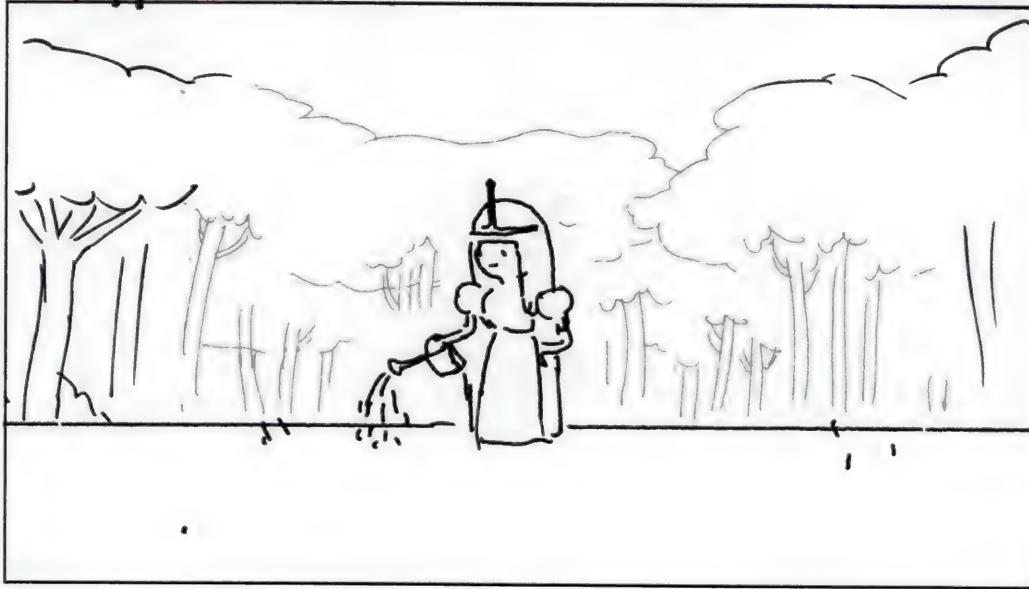
Sc. 141

Pnl.

A

Bg.

day night



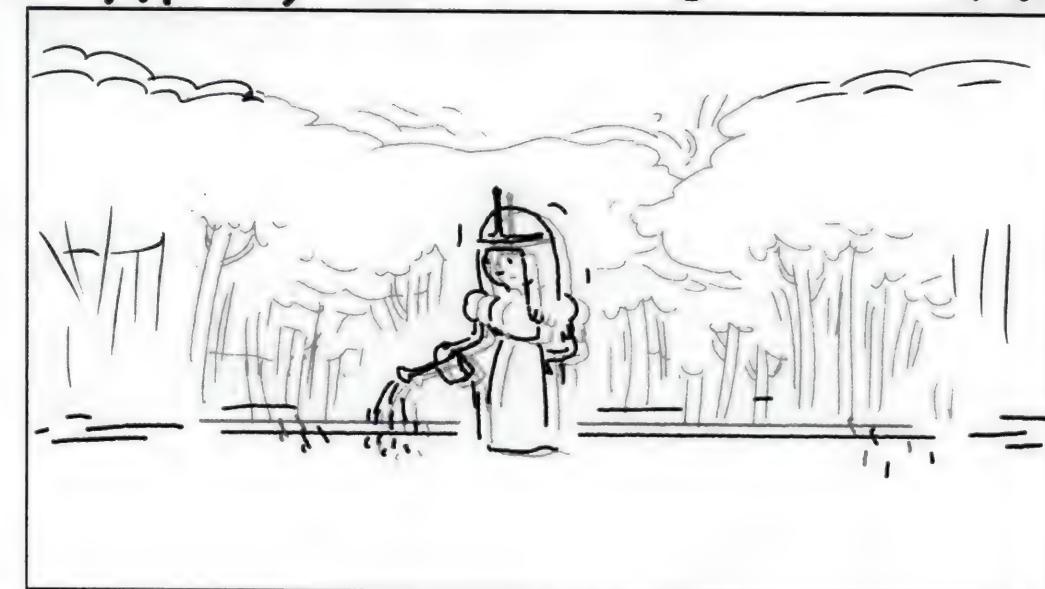
Sc. 141 cont

Pnl.

B

Bg.

Page 213
day night



Dialog:

Action:



A1 - PB WATERS THE GROUND

- GROUND STARTS TO SHAKE,

SEP 12 2014

Timing:

Production:

1025/196

1025-196

EPISODE #

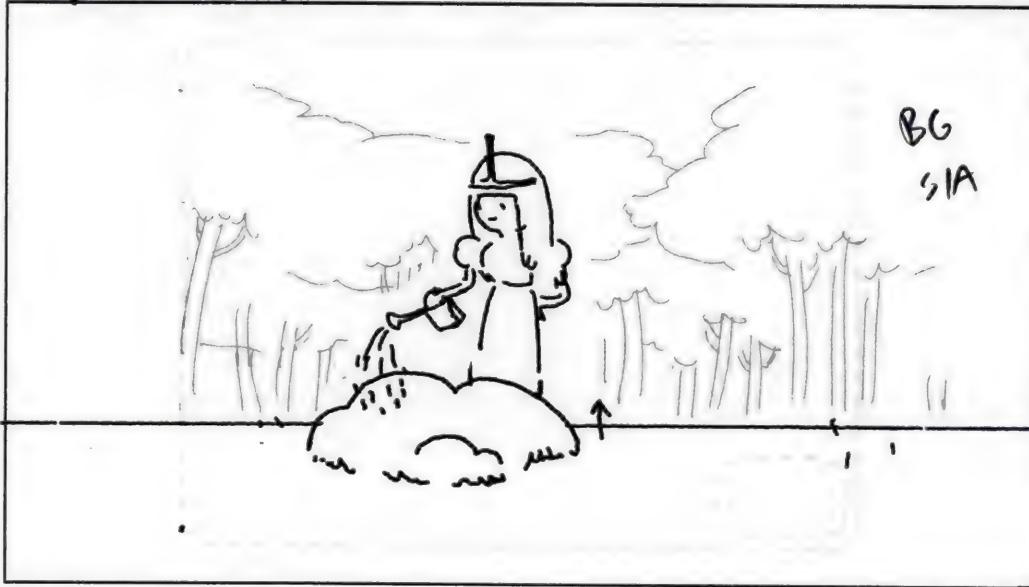
1025/196

ADVENTURE TIME

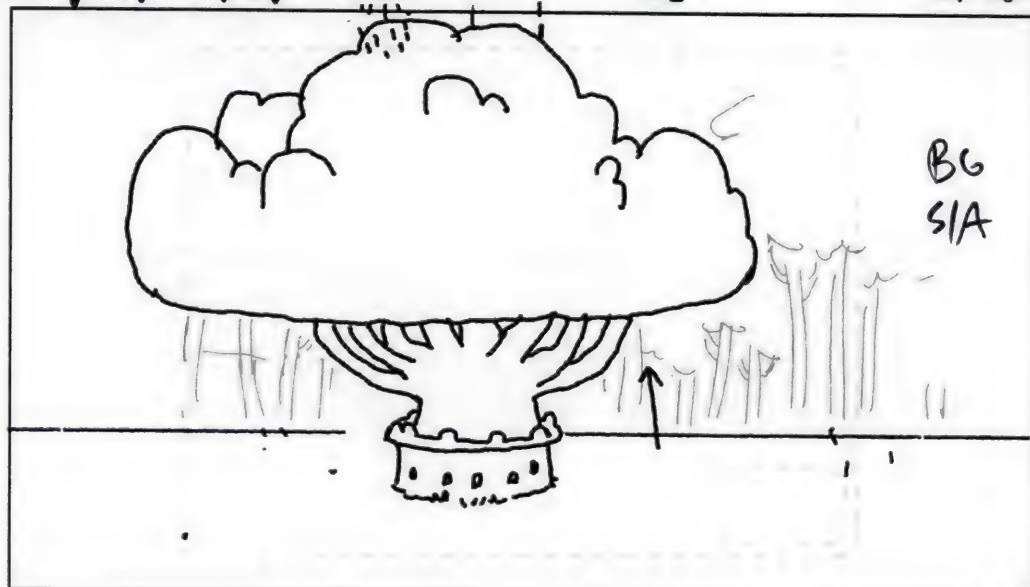


day night

Sc. 141 cont Pnl. C Bg.



Sc. 141 cont Pnl. D Bg.



Page 214
day night

1025/196

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Dialog:

Action:

- The Candy Kingdom starts to grow out of the ground.

Timing:

SEP 12 2014

EPISODE #

Production:

1025-196

1025/196

ADVENTURE TIME

1025/196

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Sc.

141/cont

Pnl.

E

Bg.



day night

Sc.

141/cont

Pnl.

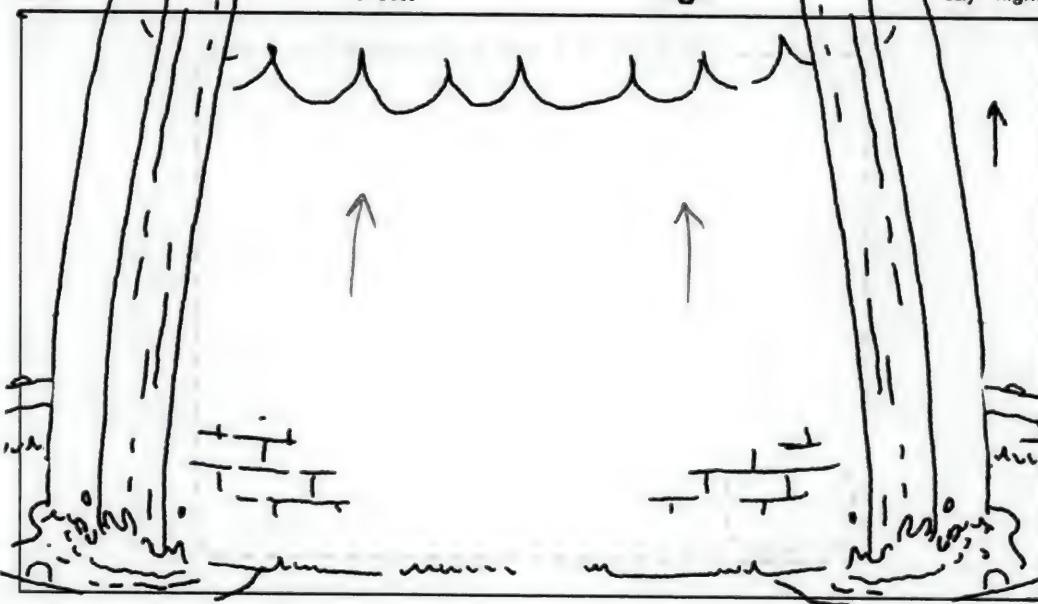
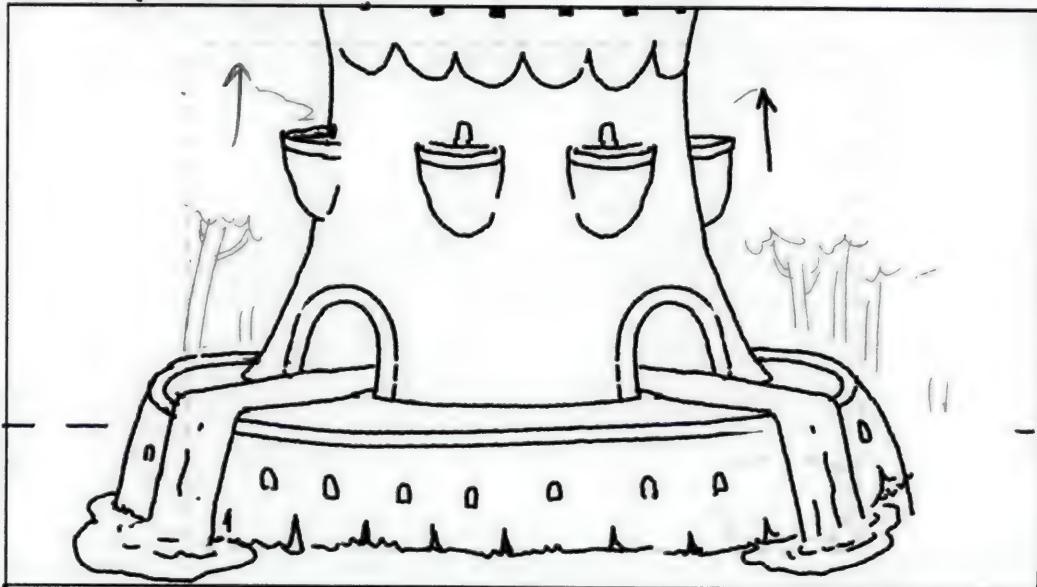
F

Bg.

Page

215

day night



Dialog:

Action:

- C.K. CONTINUES GROWING, CARRYING
PB OFF/SCREEN,

SEP 12 2014

Timing:

Production :

1025-196

1025-196

EPISODE #

1025/196

1025/196

1025/196

ADVENTURE TIME



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.

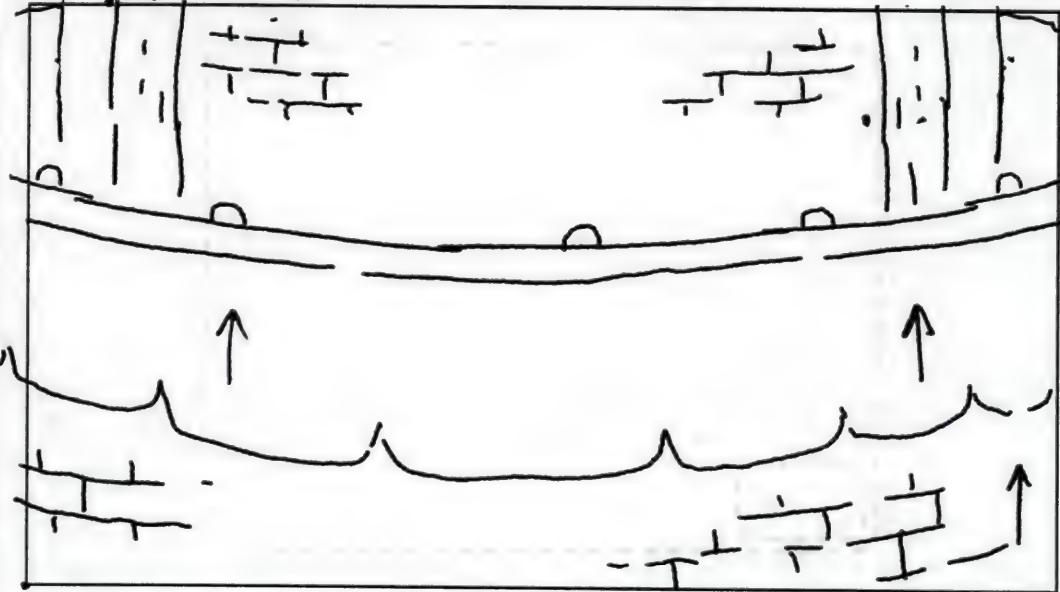
Sc. 144/cont

Pnl.

G

Bg.

day night



Sc. 144/cont

Pnl.

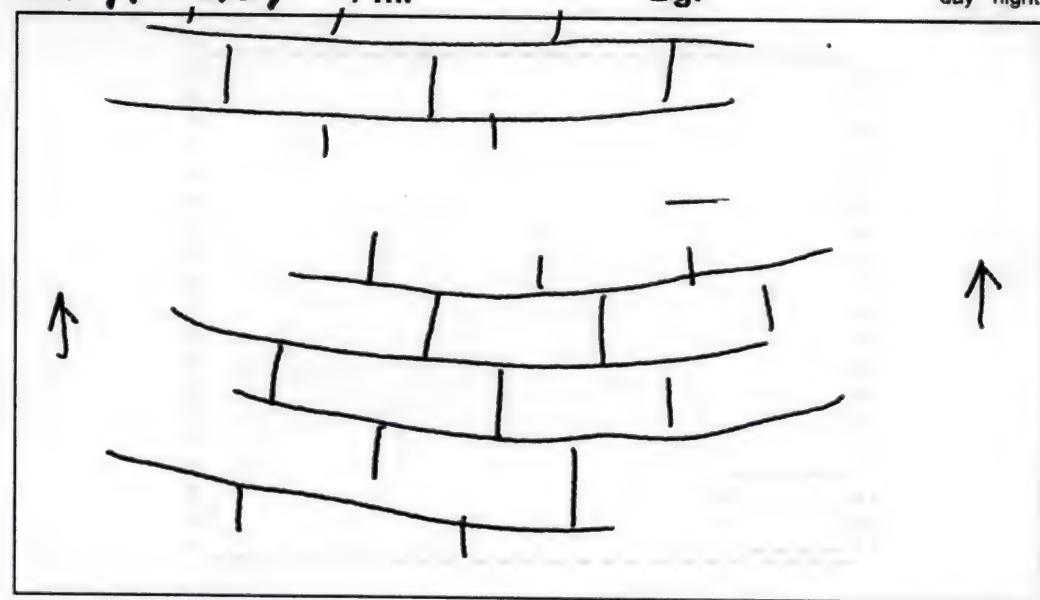
H

Bg.

Page

216

day night



Dialog:

Action:

Timing:

SEP 12 2014

Production:

EPISODE #

1025-196

1025/196

1025/196

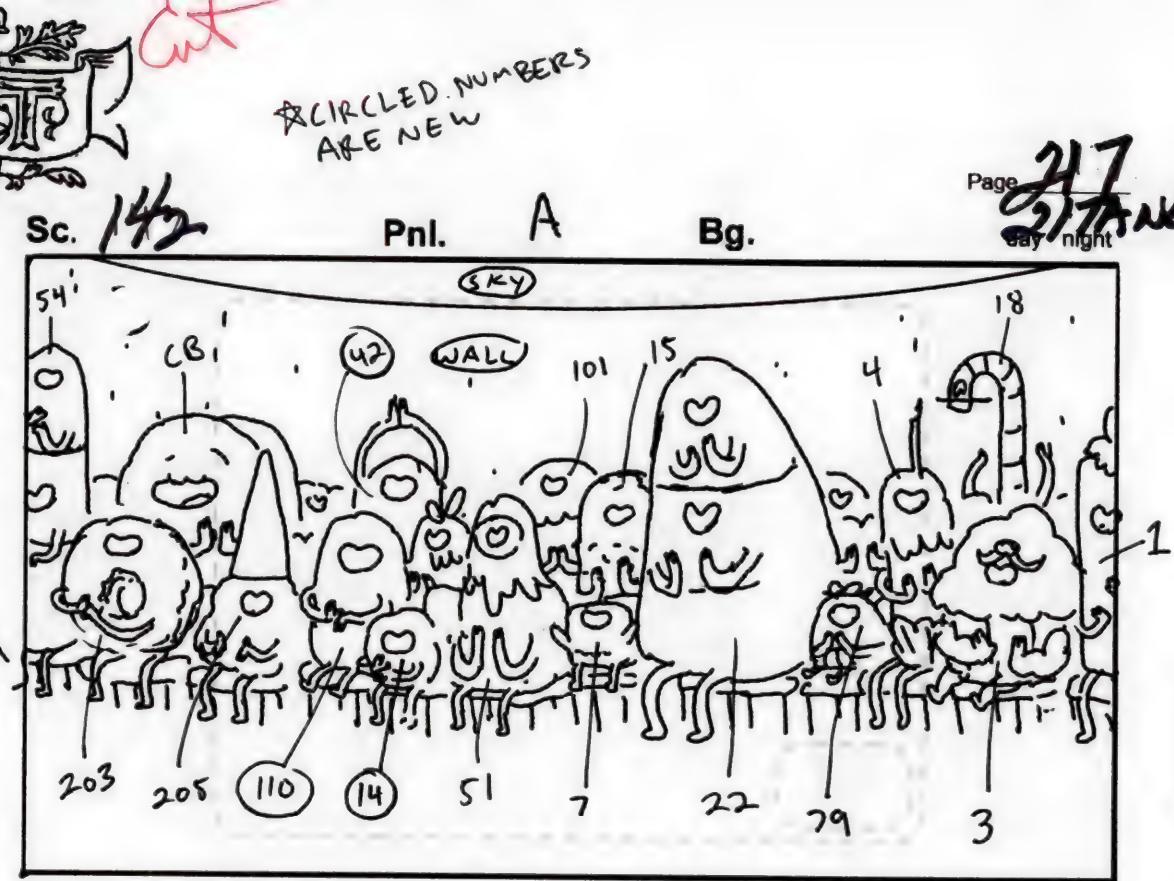
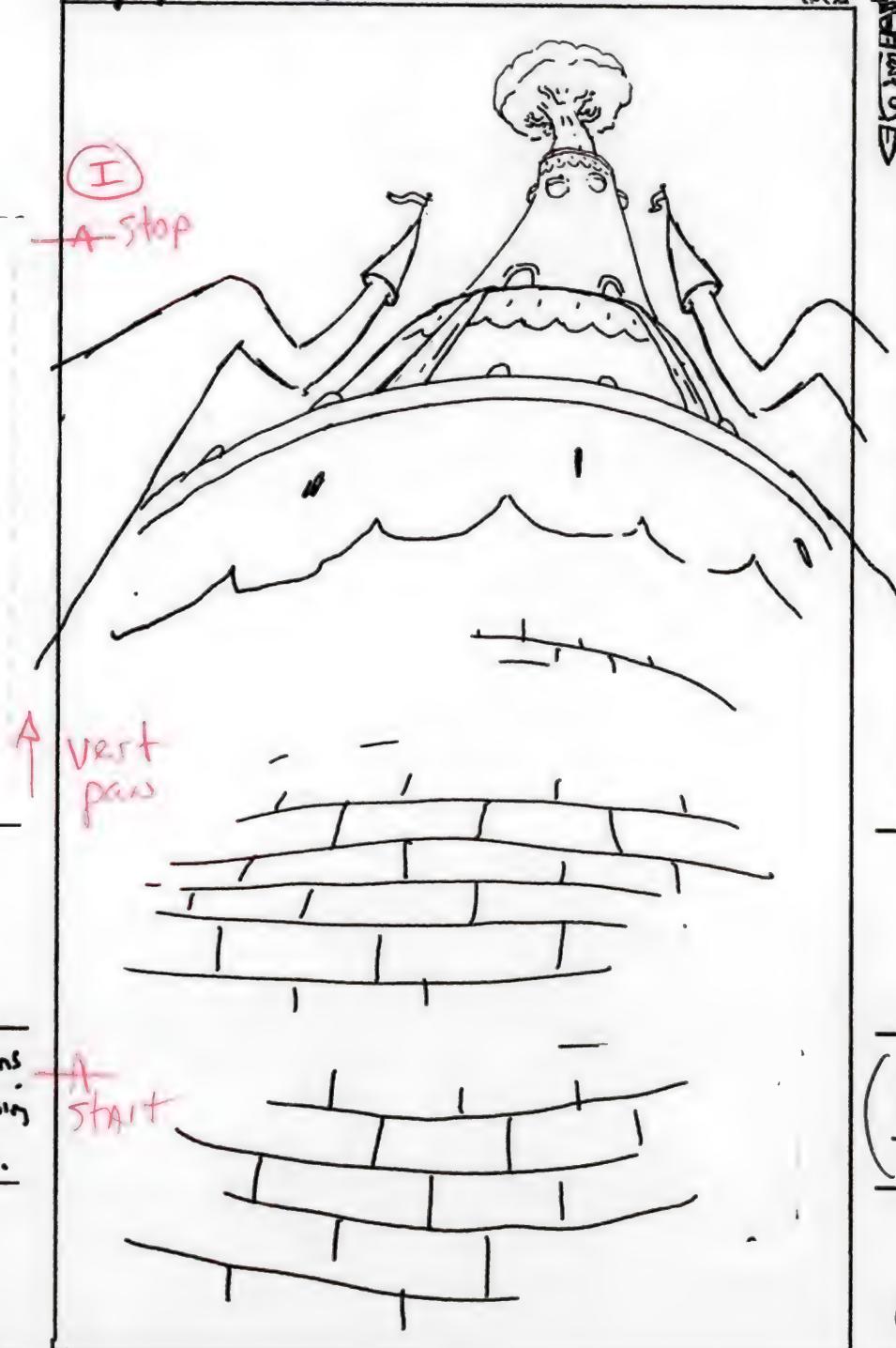
1025/196

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Dialog:

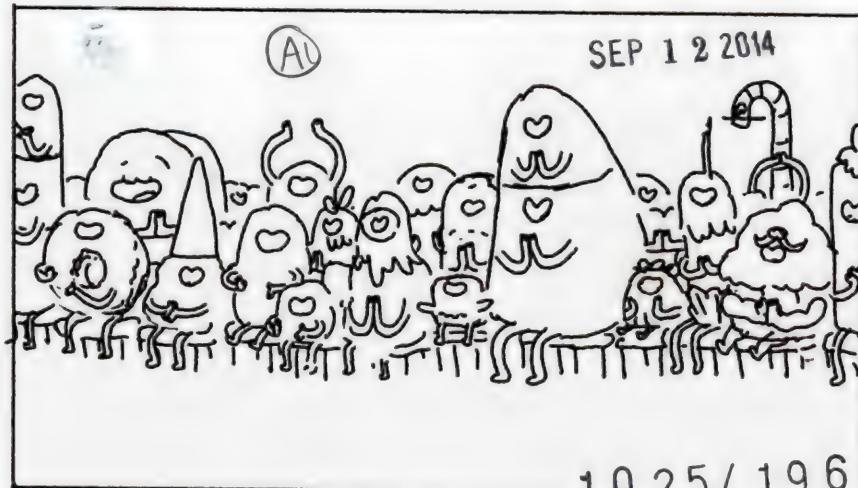
Action:
CAMERA PANS
UP Revealing
large tower.

Timing:



EPISODE #

1025/196



ADVENTURE TIME

Sc. 142

40
(3)

Pnl.

B

Bg.

147
(62)

day night

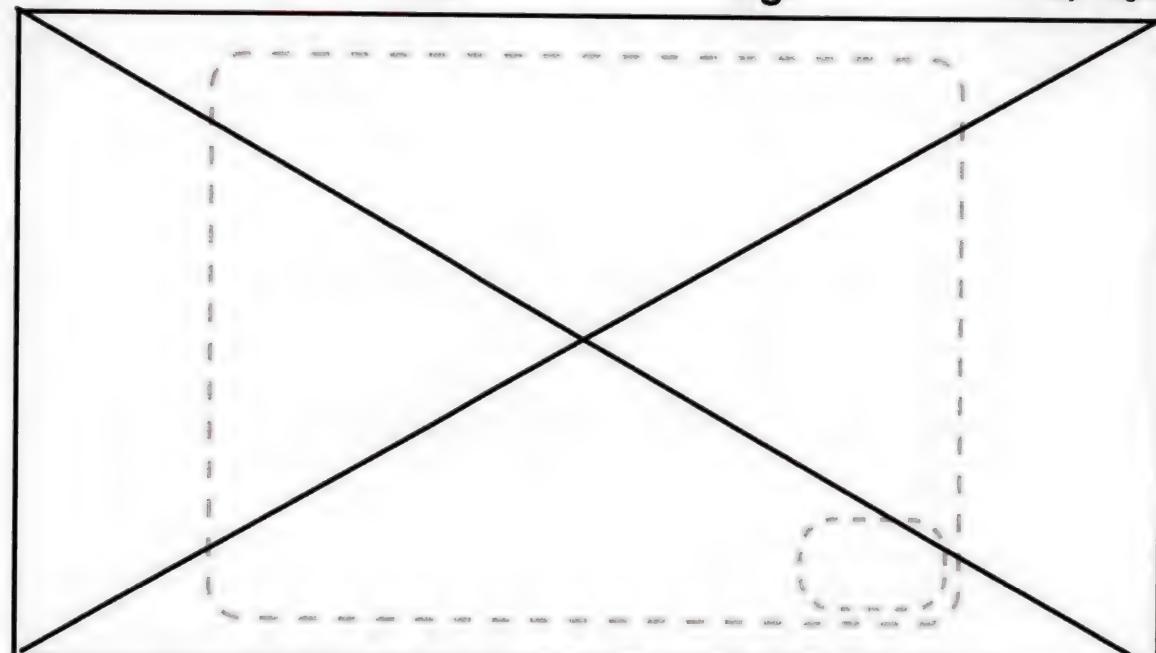
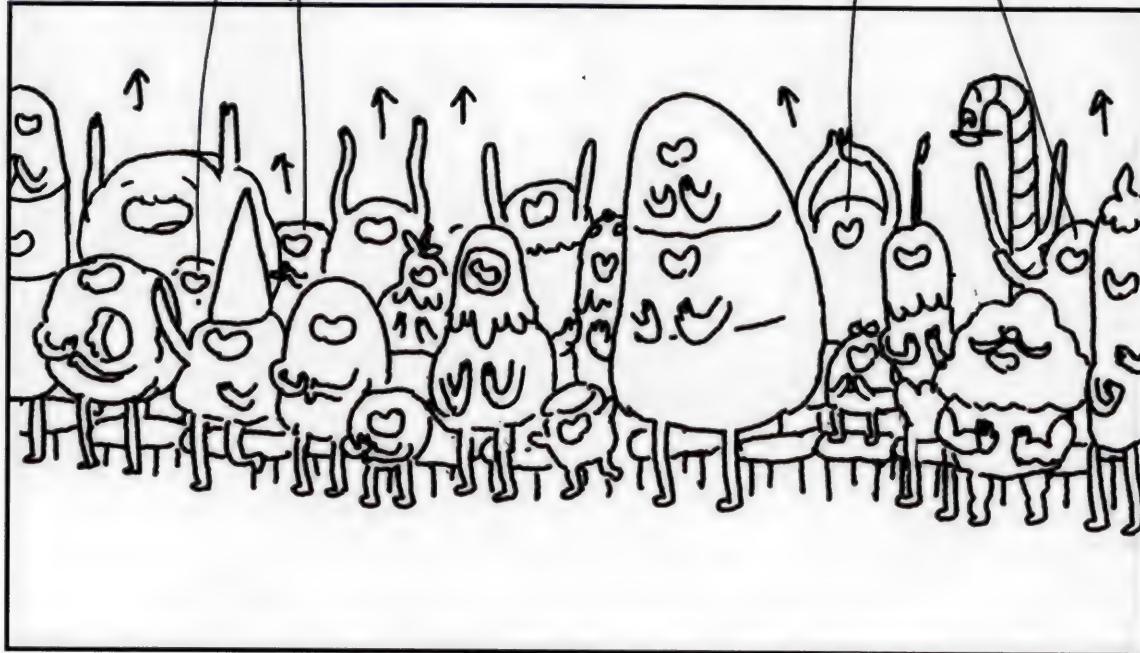
Sc.

Cut

Pnl.

Bg.

Page 217A
218 NEXT
day night



Dialog:

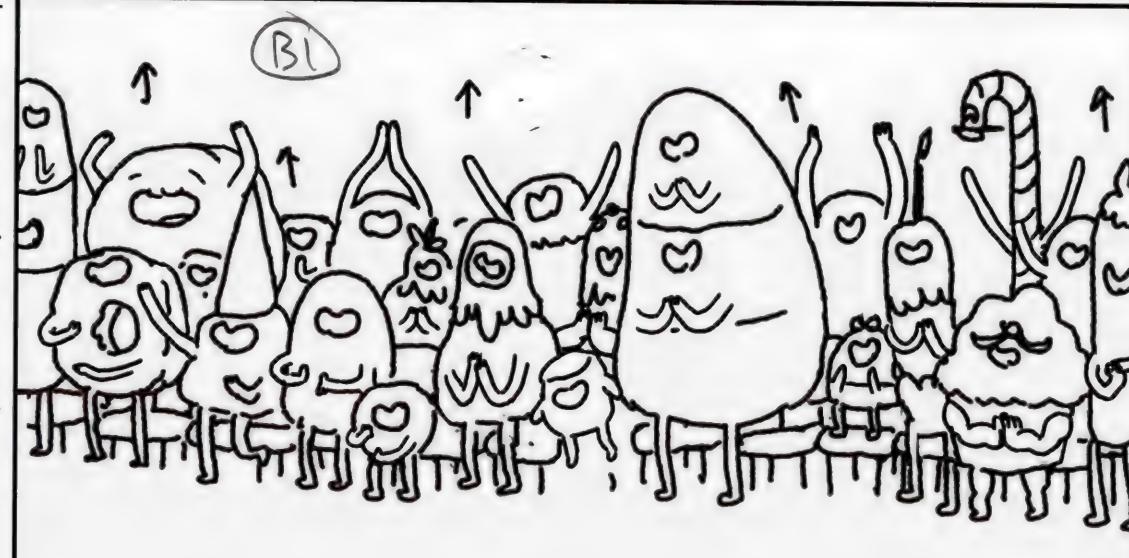
WALLA / CLAPPING & CLIFFING.

Action:

-CYCLE



Timing:



SEP 12 2014

Production:

1025/196

EPISODE # 1025/196

1025/196

1025/196

ADVENTURE TIME

Cut

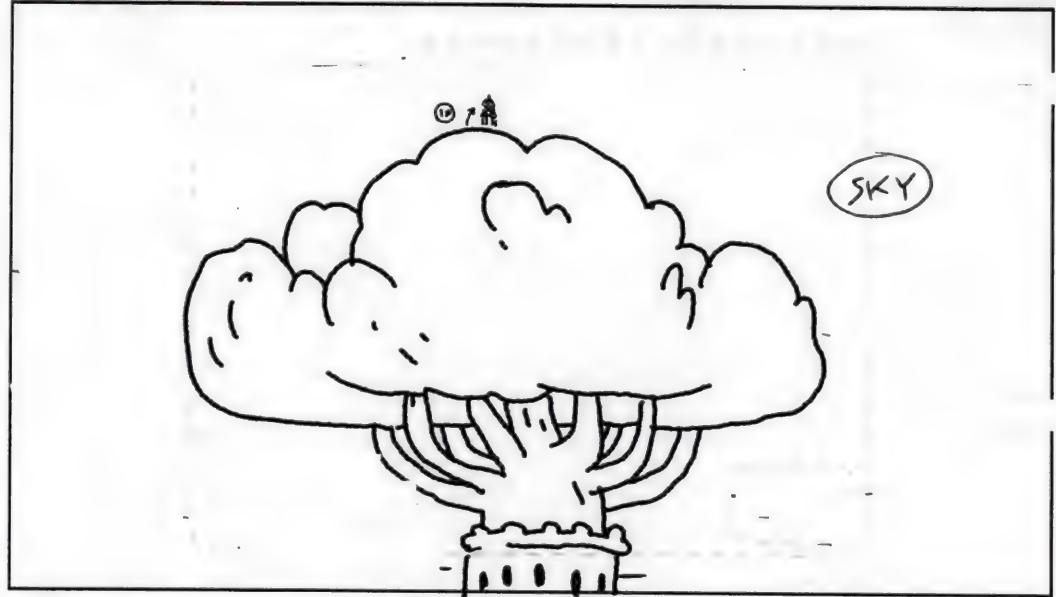
Sc. 143

Pnl. A

Bg.



day night



Sc. 144

Pnl. A

Bg.



NO SC 145

IN Cut

Page 218
NO PG 219

day night Cut

1025-5201

EPISODE #

1025/196

Dialog:

SEP 12 2014

Action:

- PB walks up into view on top of
the tree.

she raises her hands in
triumph.



Timing:

Production :

1025/196

1025/196

Cat

ADVENTURE TIME

Sc. 146

Pnl.

A

Bg.



day night

Sc. 146 cont

Pnl.

B

Page

220

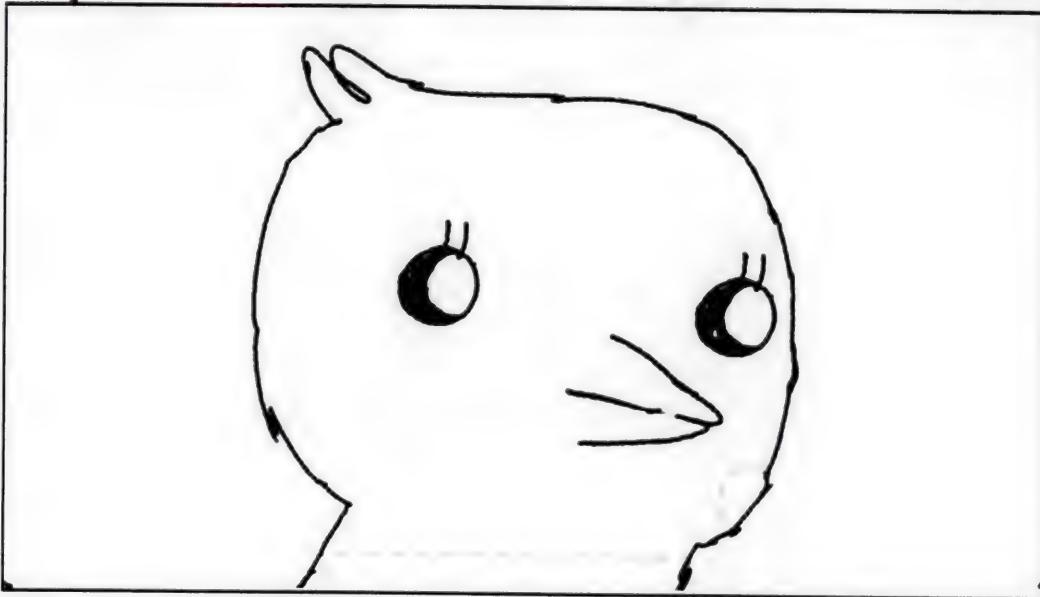
day night

1025-196

EPISODE #

Production :

Cat



Dialog:

XX BG change/Palette change

Action:

- BW STARES

- SKY BEGINS TO DARKEN
BEHIND BIRD WOMAN.

SEP 12 2014

Timing:

1025/196

1025/196

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ADVENTURE TIME

Sc. 147

Pnl.

A

Bg.



day night

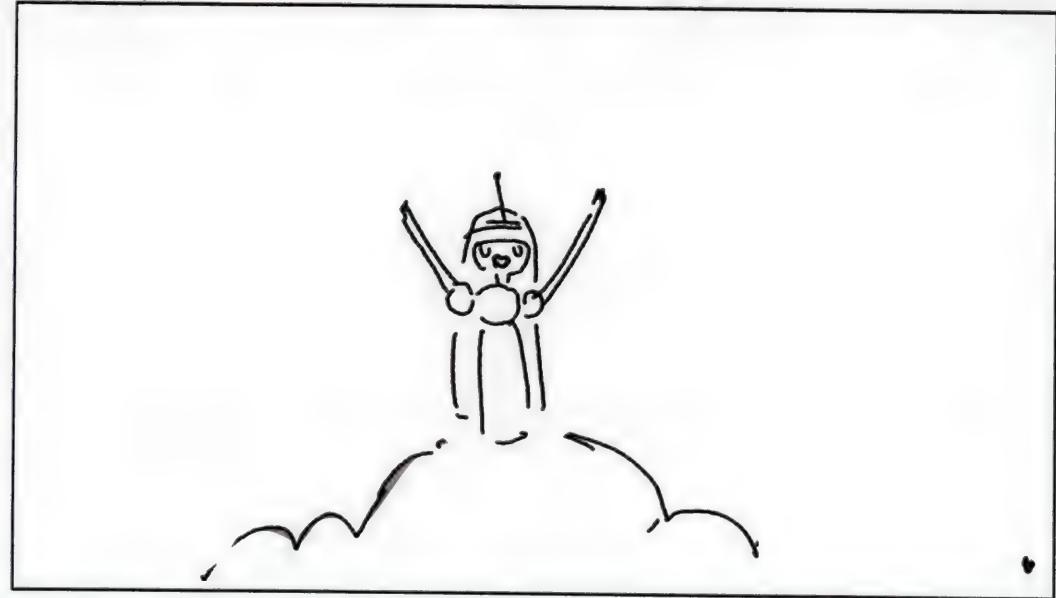
Sc. 147 cont

Pnl.

B

Bg.

Page 221
day night



EPISODE #

1025-196

1025/196

Dialog:

PB/ Oh thank you.

PB /- THANK YOU

Action:

- PB STARTS BOWING.

- STORM CLOUDS ROLL IN. BEHIND PB.

SEP 12 2014

Timing:

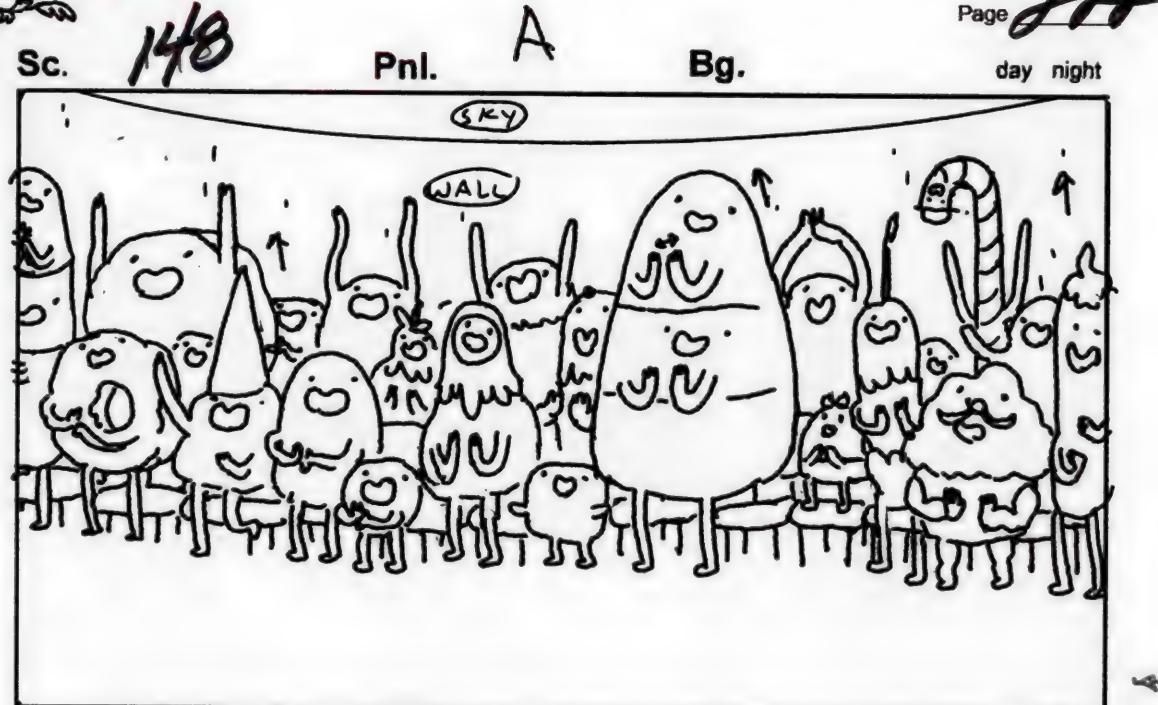
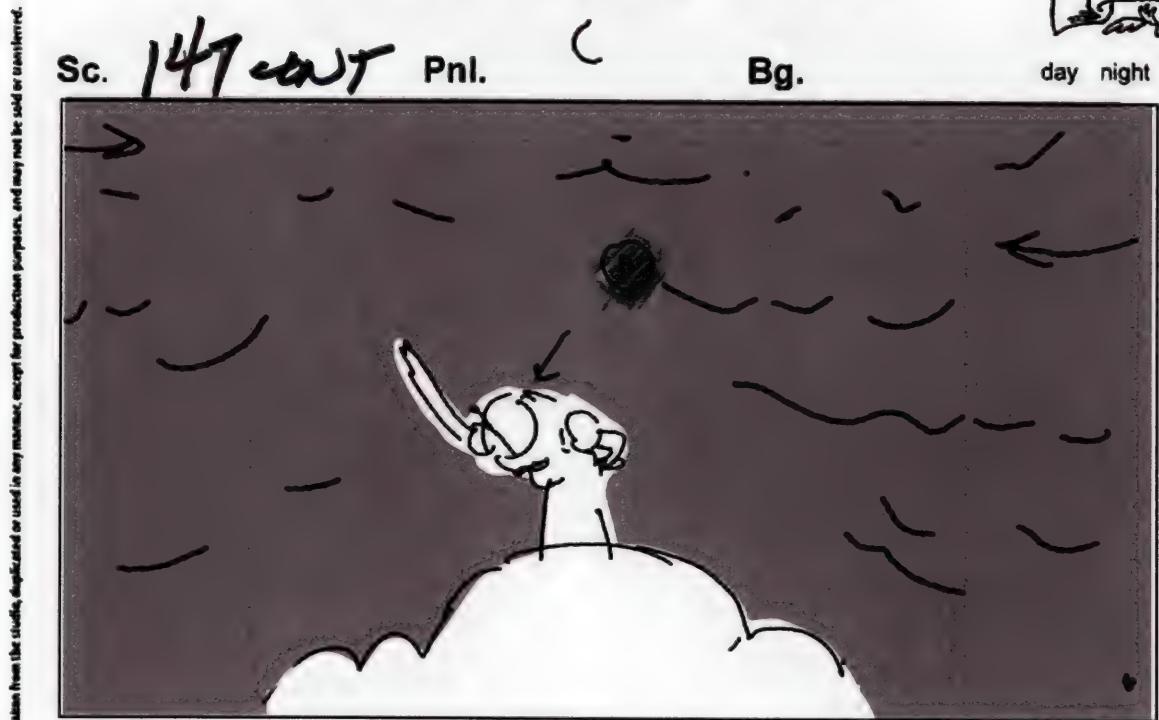


Production :

1025/196

ADVENTURE TIME

1025/196



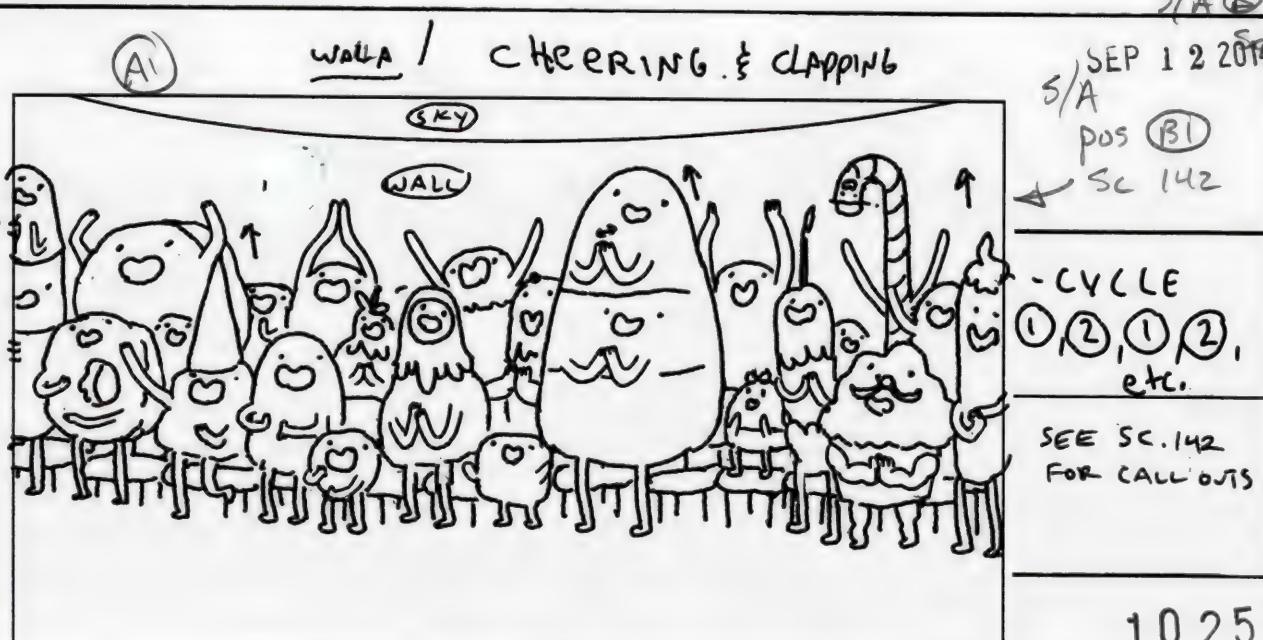
EPISODE #

1025/196 967-6201

Dialog:
PB / Thank you!

Action: CLOUDS FILL THE SCREEN.

Timing:



Production :

1025/196

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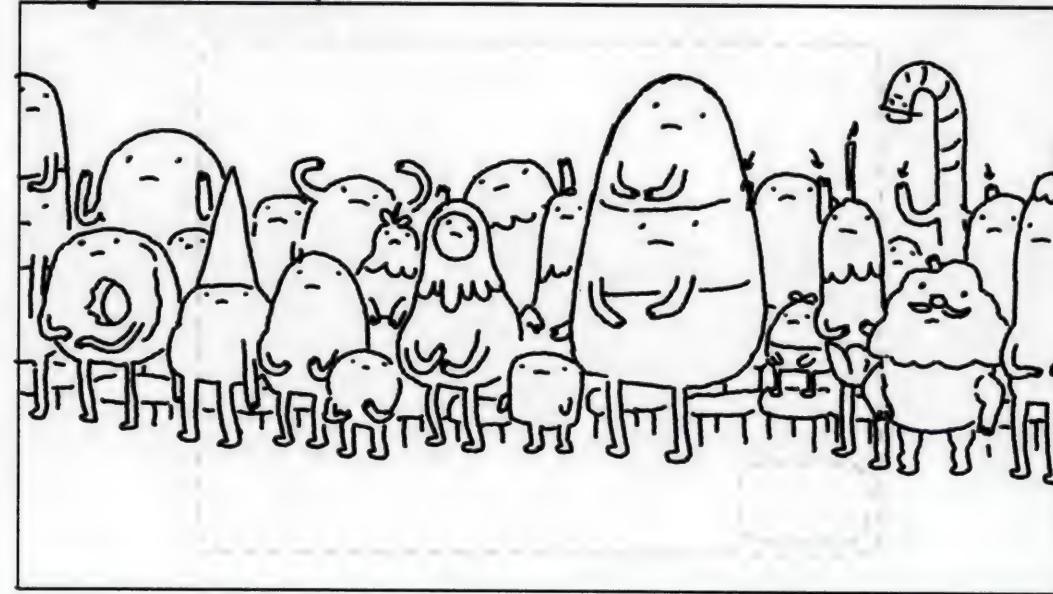
ADVENTURE TIME



day night

Sc. 148 cont Pnl. B

Bg.



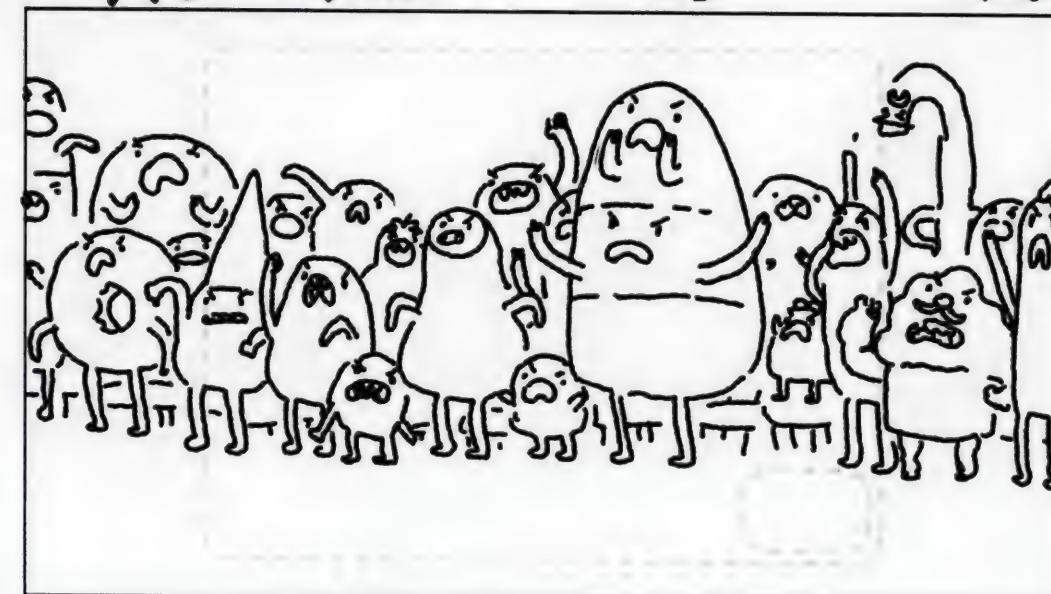
Page

223

day night

Sc. 148 cont Pnl. C

Bg.



1025-196

EPISODE #

1025/196

Dialog:

WALA / [JEERS!]

SEP 12 2014

Action:

- CROWD STOPS CHEERING.

- CHEERING TURNS TO JEERING.

- CROWD STARTS TOSSED ROTTEN TOMATOES.

Timing:



1025/196

1025/196

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ADVENTURE TIME

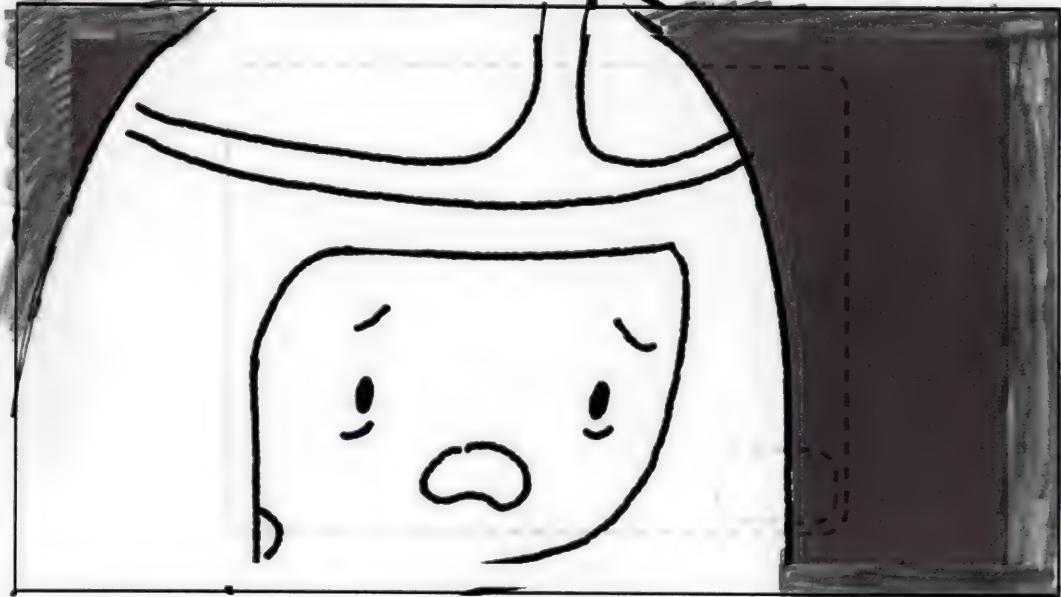
Sc. 149

Pnl. A

Bg.



day night

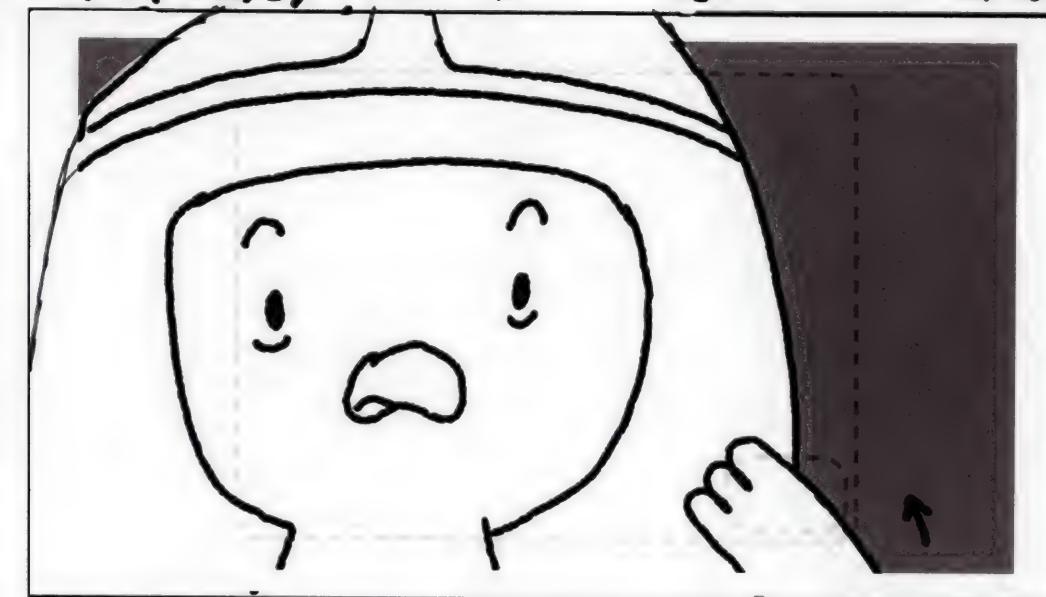


Sc. 149 cont.

Pnl. B

Bg.

Page 224
day night



Dialog:

PB / "No!!"

EEEEE

PB: After all I've done for you?!

Action:

SEP 12 2014

Timing:

Production :

1025/196

1025-196

EPISODE #

H Cut

1025/196

Hot Cut

ADVENTURE TIME



Sc. 150

Pnl.

A

Bg.

day night



Sc. 150 cont

Pnl.

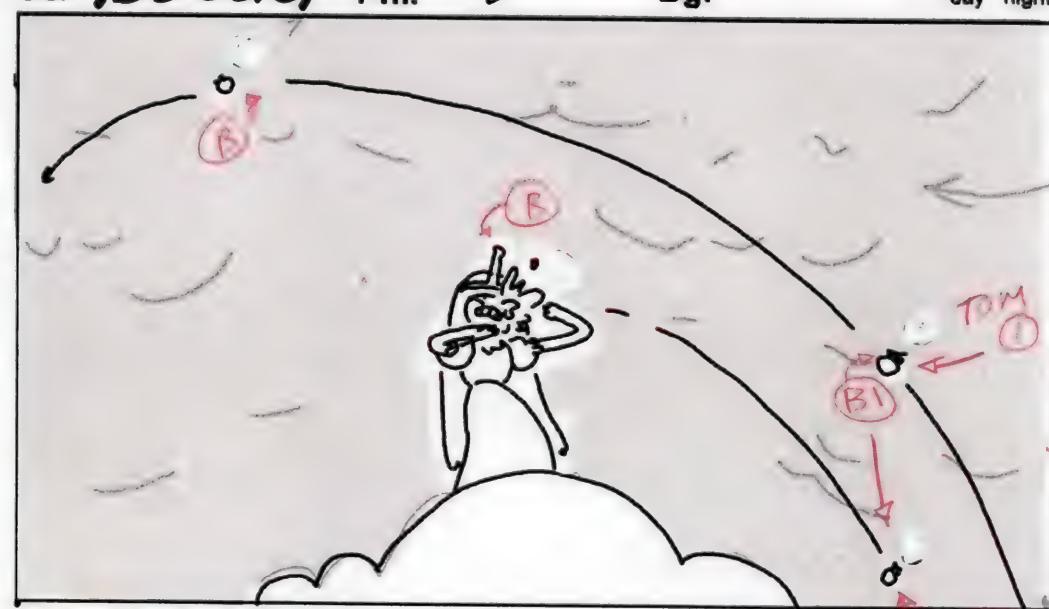
B

Bg.

Page

225

day night



1025/196

Dialog:

Action:

Timing:



SFX / *SPLAT.* PB: UGH!

Production :

- TOMATO HITS PB
- 2ND TOMATO FLIES PAST PB SEP 12 2011

1025/196

1025-196

EPISODE #

1025/196

ADVENTURE TIME

Cut

1025/196

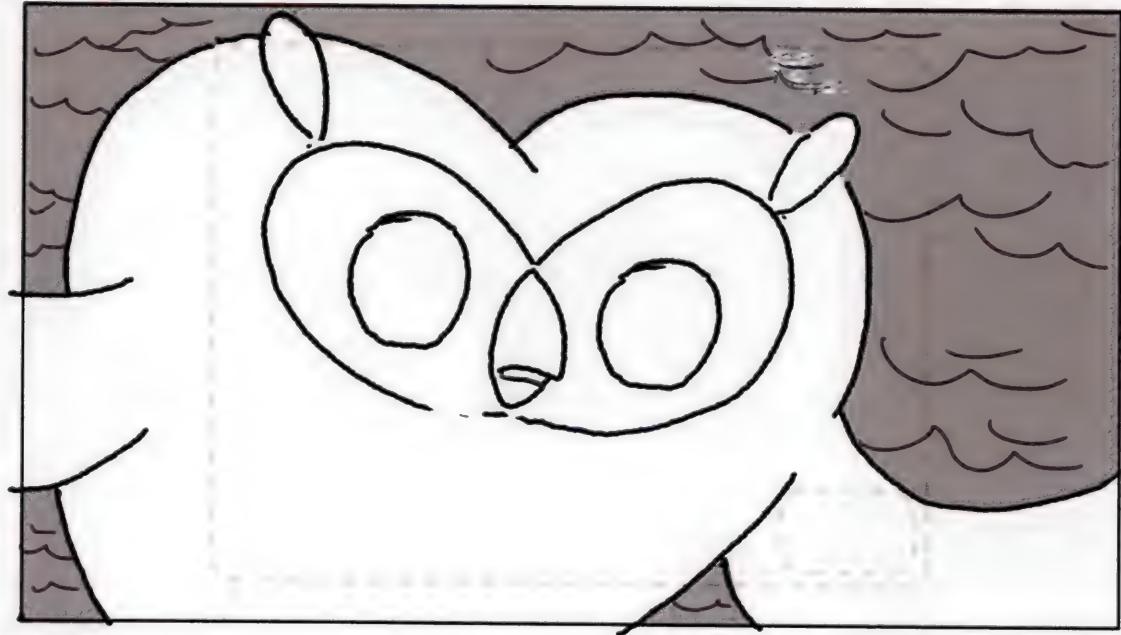
Sc. 151

Pnl. A

Bg.



day night



Sc. 151/cont

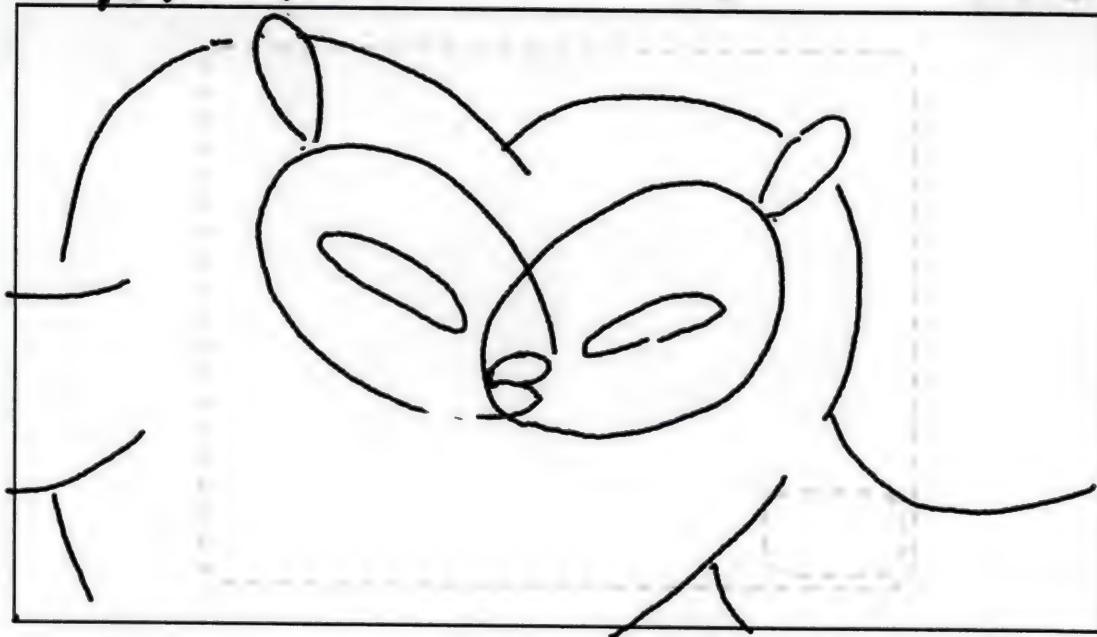
Pnl.

B

Bg.

Page

226
226 AWEXT
day night



Dialog:

CO : WHA -

CO / SOME THINGS WRONG . . .

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196 1025/196

1025/196

ADVENTURE TIME

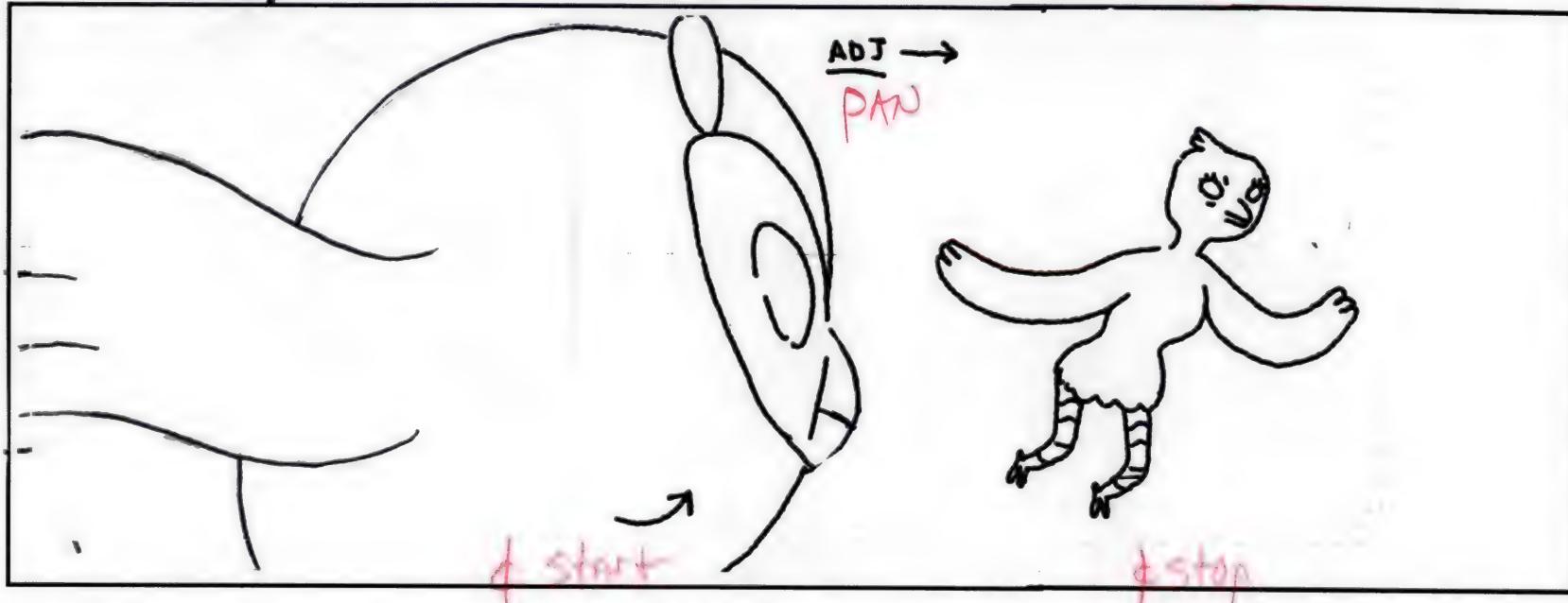
Sc. 151 *CONT* Pnl.

Bg.



C

Page 226A
227NEXT



Dialog:

Action:

Timing:

SEP 12 2014

EPISODE #

Production:

1025/196

1025/196

ADVENTURE TIME

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Sc. 151 cont Pnl. D

Bg.



day night

Sc. 151 cont Pnl. E

Bg.

Page

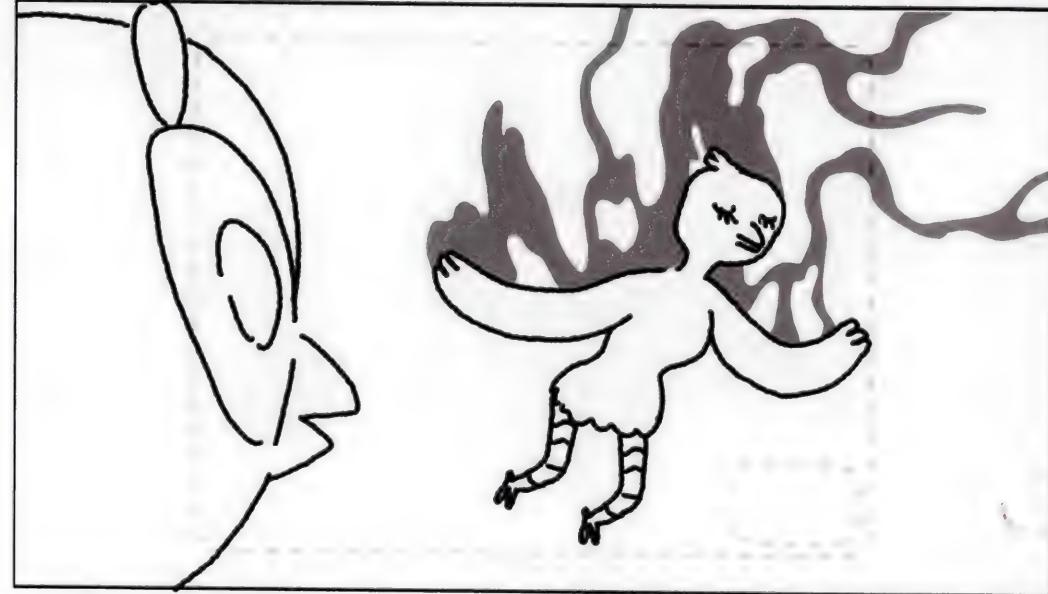
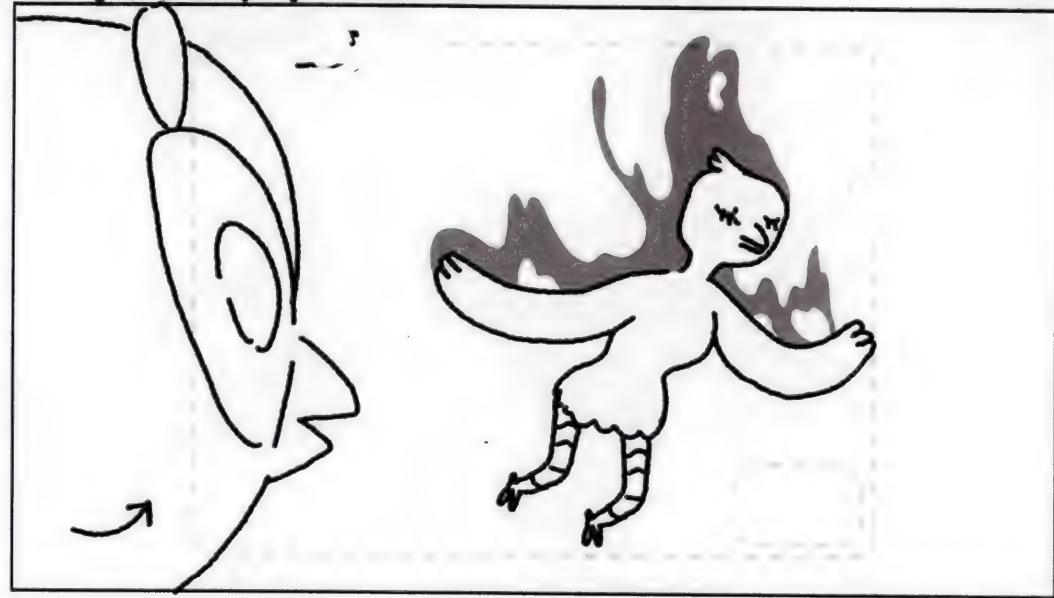
227
227

HU
CAT
NEXT

1025-196

EPISODE #

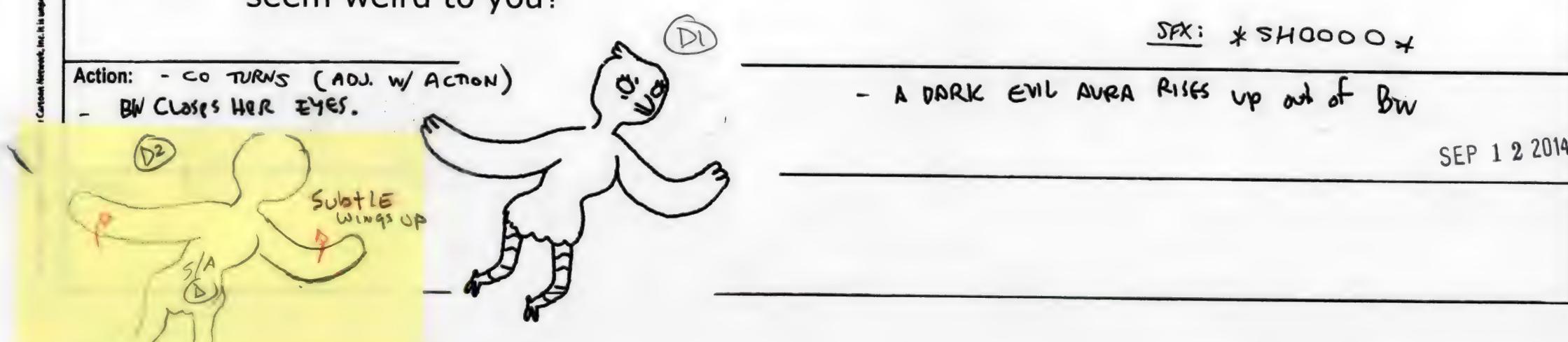
1025/196



Dialog:

CO: Does this dream
seem weird to you?

Action: - CO TURNS (ADJ. w/ ACTION)
- BW Closes HER EYES.

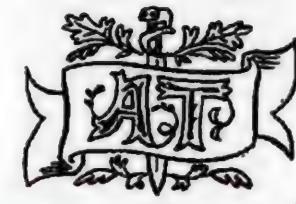
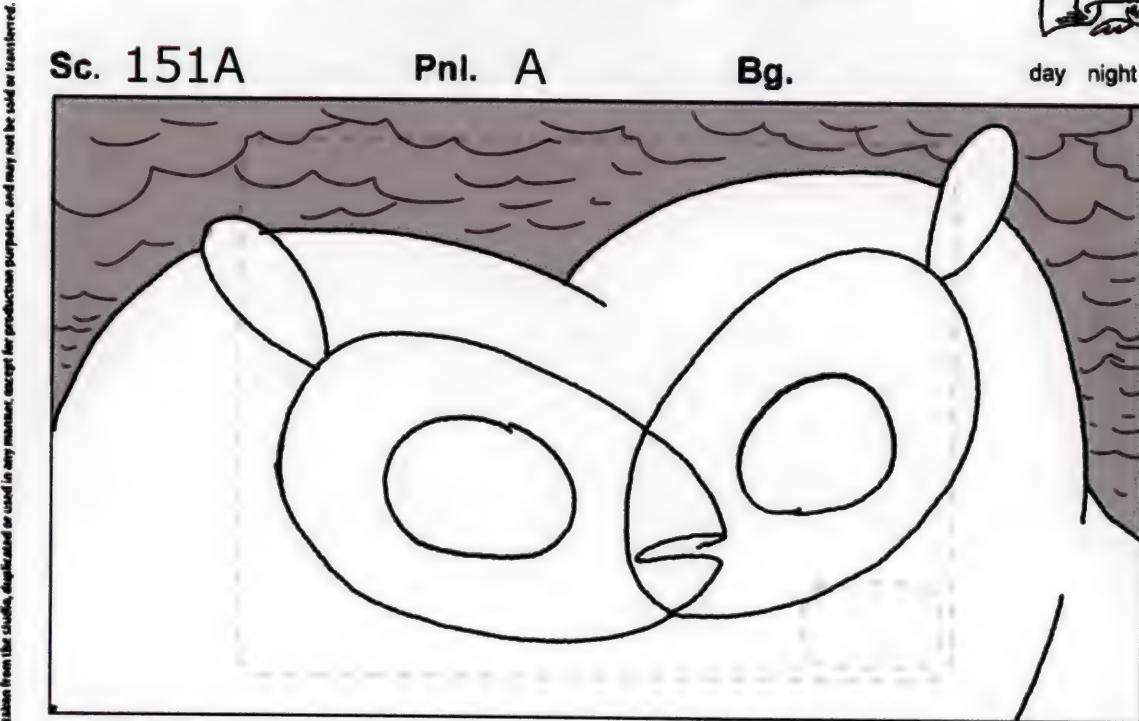


Production :

1025/196

Hot Cut

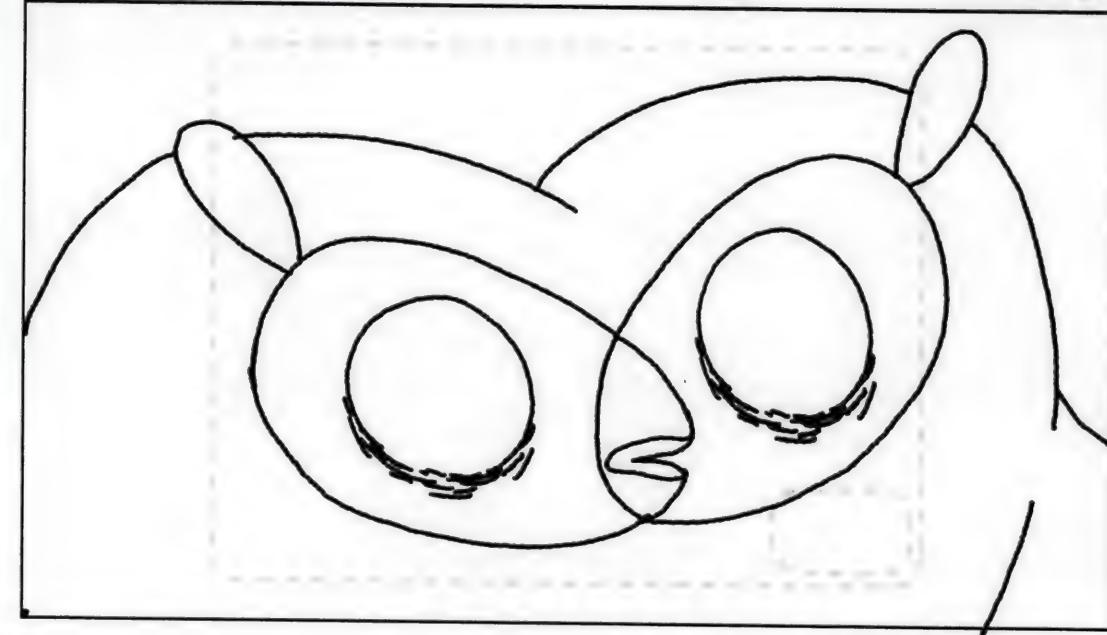
ADVENTURE TIME



Sc. 151A ~~CONT~~ Pnl. B Bg.

Page 227A
228 ~~NEXT~~
day night

Hot Cut



Dialog:

BO : HOO!

Action:

BO LOOKS ON IN HORROR. SEP 12 2014

Timing:

Production :

1025/196

He Cut

ADVENTURE TIME

Sc. 152

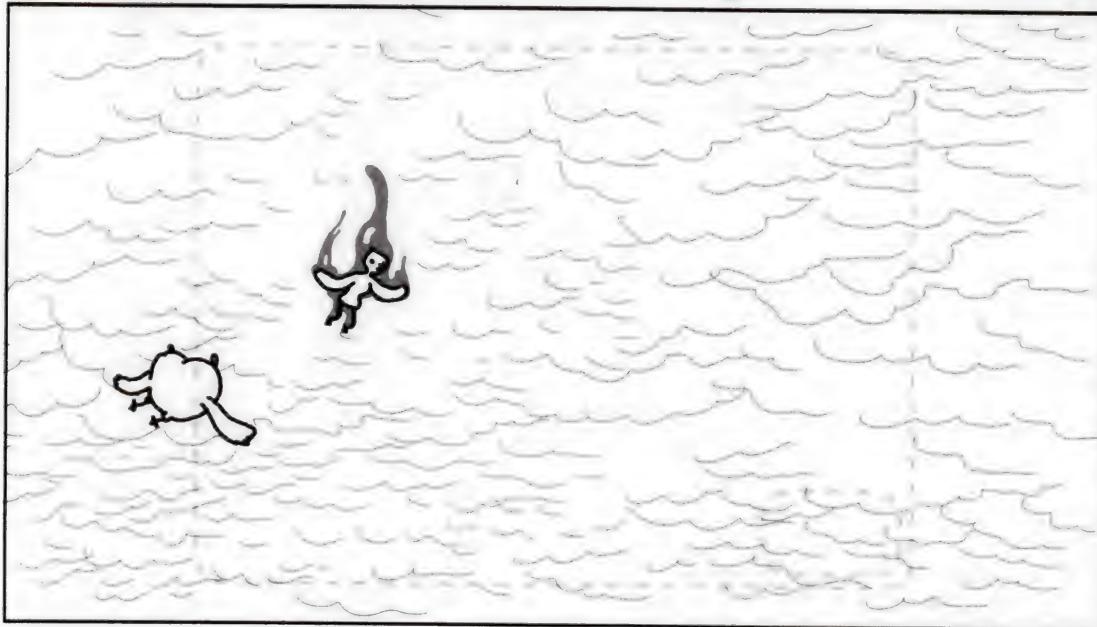
Pnl.

A

Bg.



day night



Sc. 152-CONT

Pnl.

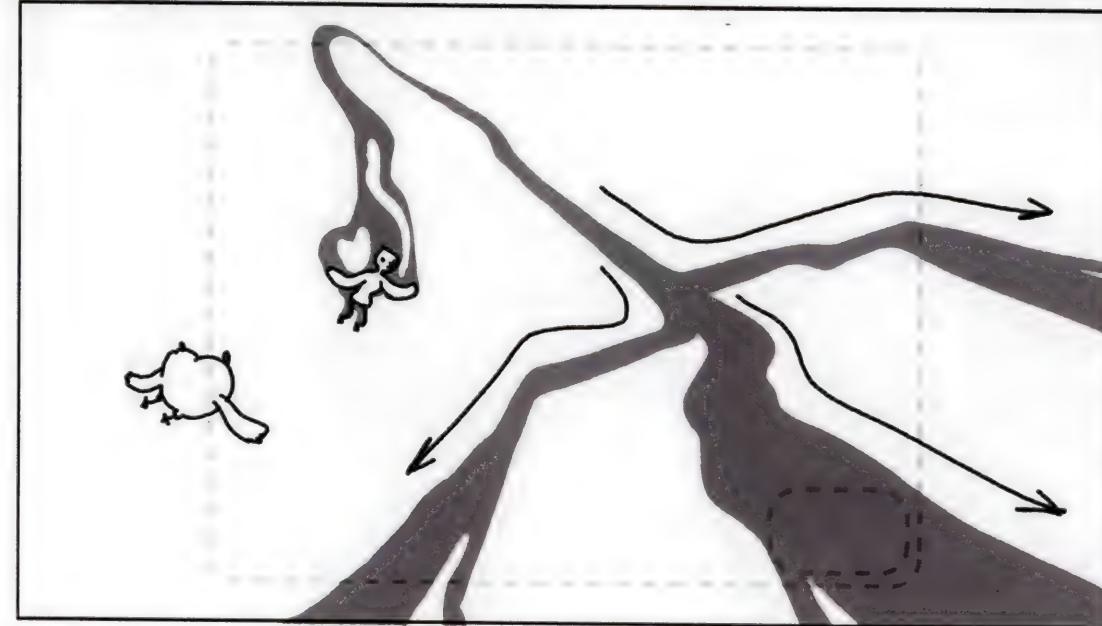
B

Bg.

Page 228

day night

Cut



Dialog:

SFX: * CHOOOM! *

Action:

The AVRA SHOOTS off in 3 directions.

SEP 12 2011

Timing:



Production :

1025/196

Cut

ADVENTURE TIME

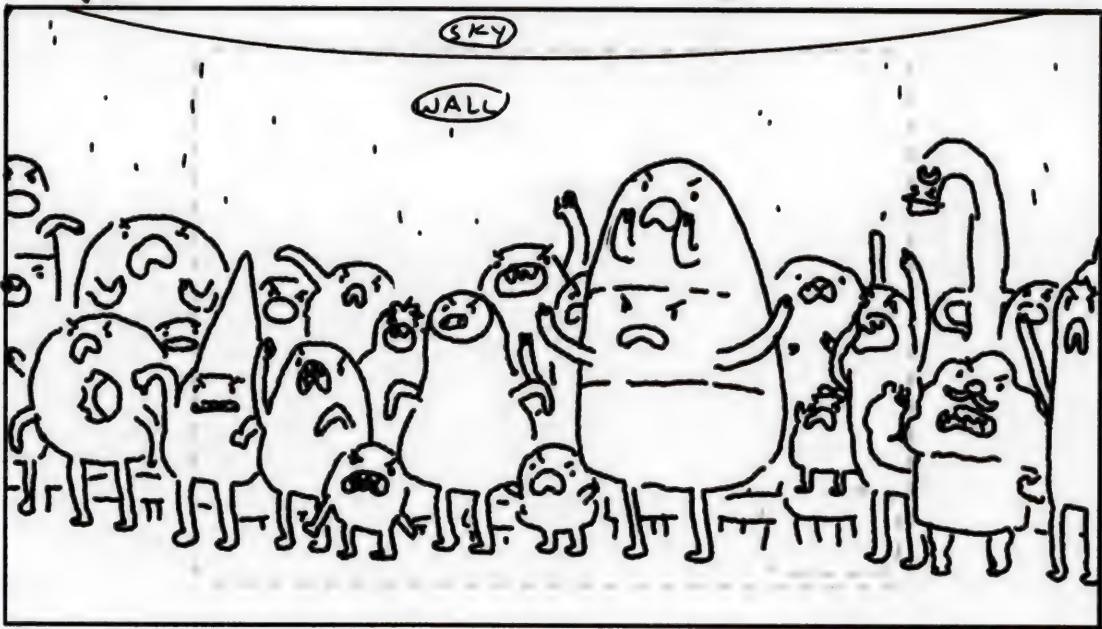
Sc. 153

Pnl. A

Bg.



day night



Sc. 153 cont

Pnl. B

Bg.

Page

229

day night



Dialog:

WALP / JERRING!

Action:

-SEE SC. 142 FOR CHAR. CALLOUTS.

-EVIL PURR COMES IN AND TOUCHES THE CANDY FOLK.

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME



Sc. 153 cont Pnl. C Bg. day night

Sc. 153 cont Pnl. D Bg. day night

Page 230

HO Cut

1025-196

1025/196

EPISODE #

1025/196

Dialog:

SFX: *SPLTT*

Action:

- CANDY PEOPLE MELT DOWN INTO ORANGE GOO.

Timing:

SEP 12 2014

Production:

ADVENTURE TIME

HU
Cat

1025/196

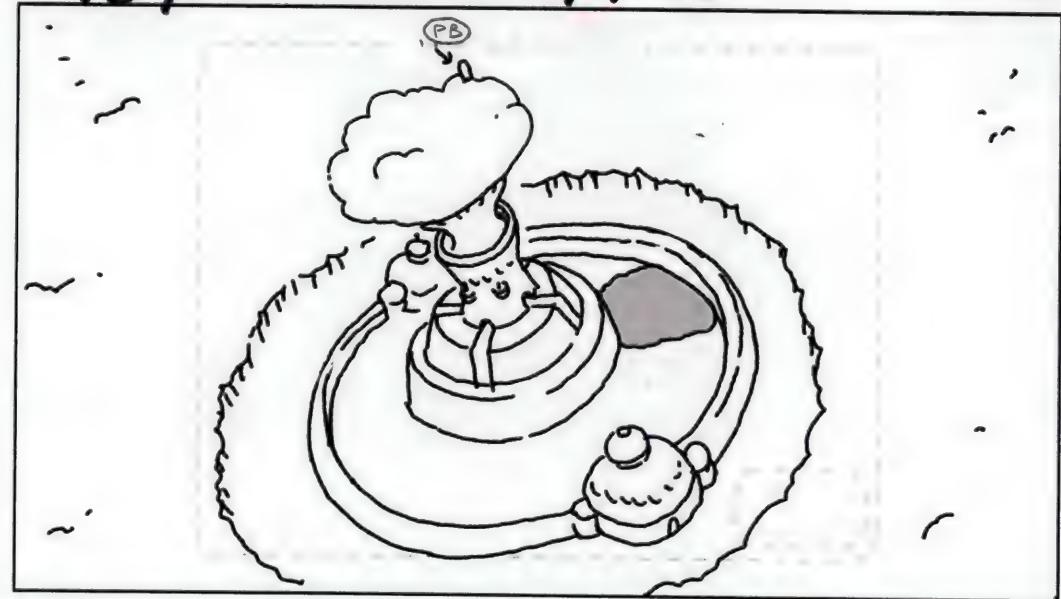
Sc. 154

Pnl.

A Bg.



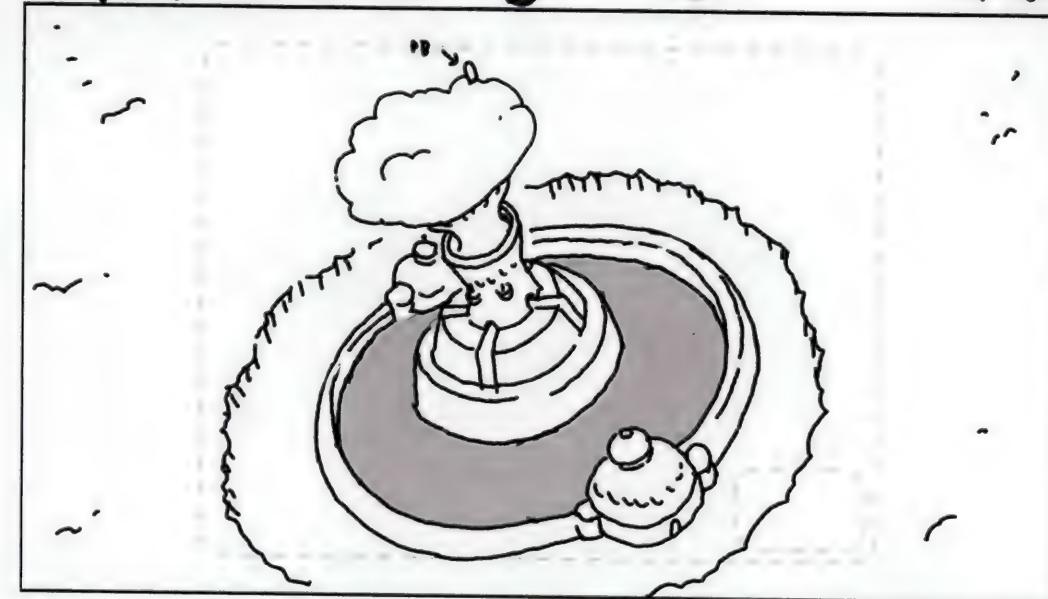
day night



Sc. 154 cont Pnl. B

Bg.

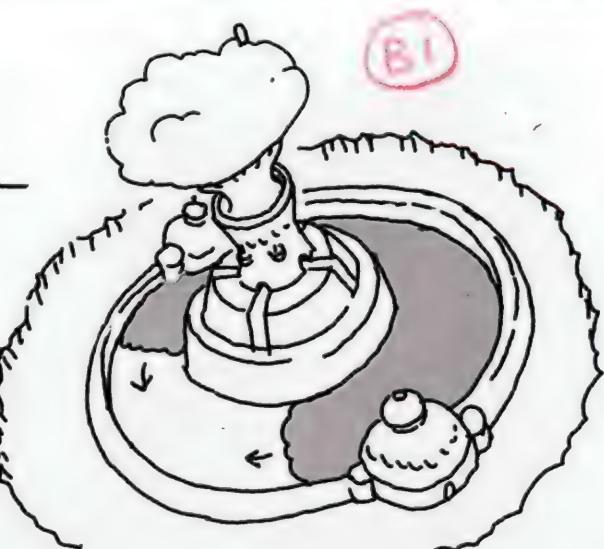
Page 231
day night



Dialog:

Action: - the goo spreads out surrounding
the castle.

Timing:



SEP 12 2014

1025-196

EPISODE #

1025/196

Production:

HU
Cat

ADVENTURE TIME

MC Cut

Sc. 155

Pnl.

A

Bg.



day night



Sc. 155 cont Pnl.

B

Bg.

Page 232
NO PG 233
day night

Cut



Dialog:

PB: NO...I WORKED SO...

PB / HARD...

Action:

- leaves tip the tree start flying off.

SEP 12 2014

Timing:

Production :

1025-196

1025/196

Cut

ADVENTURE TIME

Sc. 157

Pnl. A

Bg.



day night



Sc. 157 cont Pnl. B

Bg.

Page 234
day night



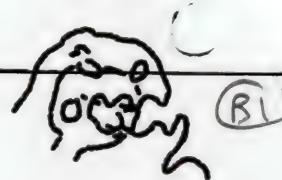
Dialog:

SEP 12 2014

Action:

- DARK AURA HAS ENGULFED BW.

- A FACE APPEARS IN THE psychic energy.



Timing:

EPISODE #

Production :

1025/196

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1025/196

961-5201

ADVENTURE TIME

Sc. 157 cont Pnl. C

Ba.



day night

Sc. 158

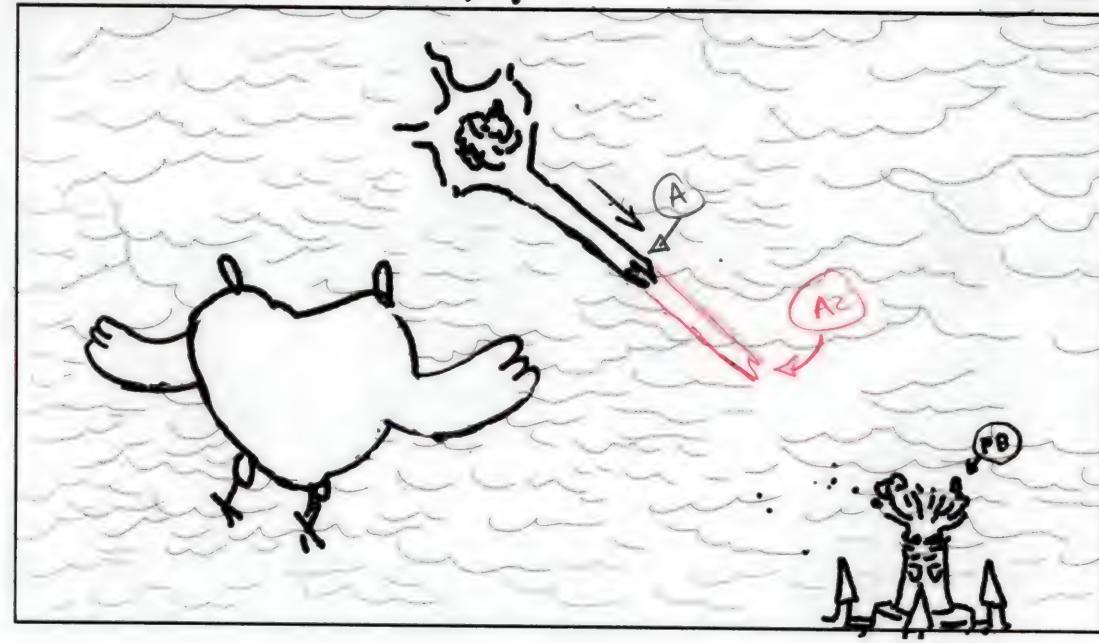
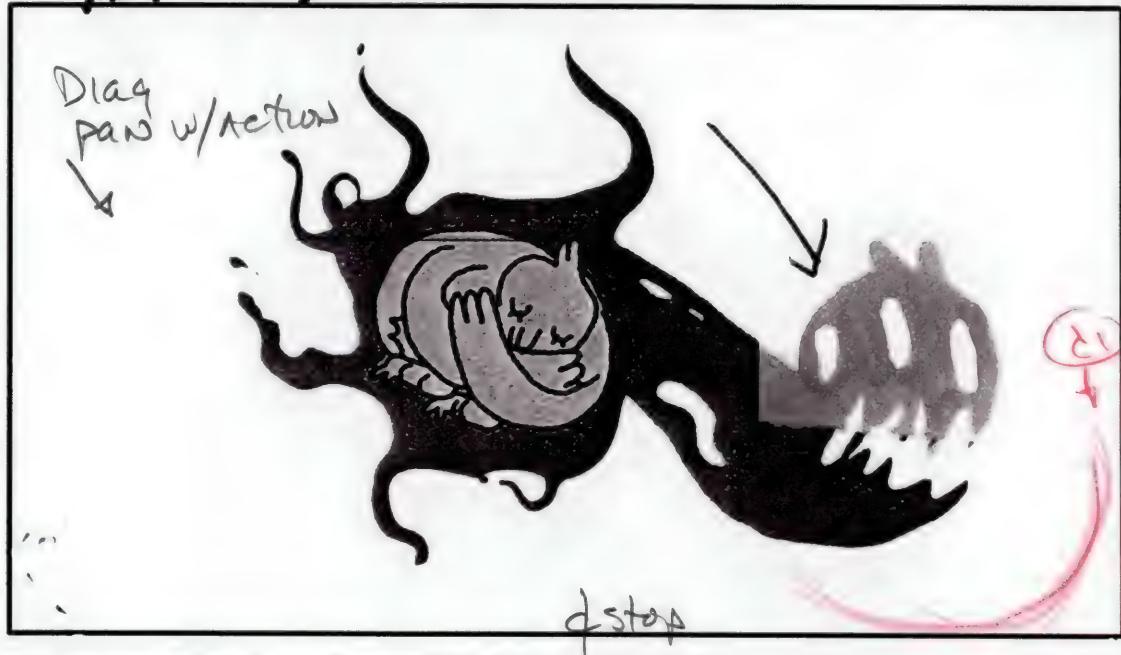
Pnl. A

Bg.

Page 235
Hu Cut

EPISODE #

1025/196 991-5201



Dialog:

SFX: * ROAR *

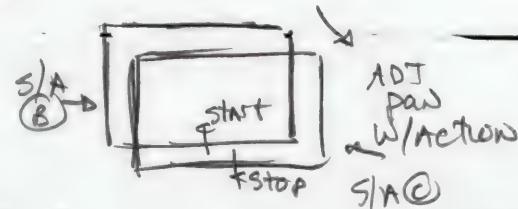
SEP 12 2014

Action:

- PSYCHIC MONSTER SURGES FORWARD
ADJ. w/ ACTION

- THE PSYCHIC MANIFESTATION ZIPS OFF TOWARDS THE CASTLE.
- LEAVES ARE STILL FALLING FROM THE TREE.

Timing:



Production :

1025/196

Hu
Cut

ADVENTURE TIME

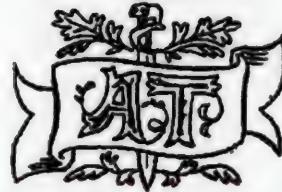
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Sc. 159

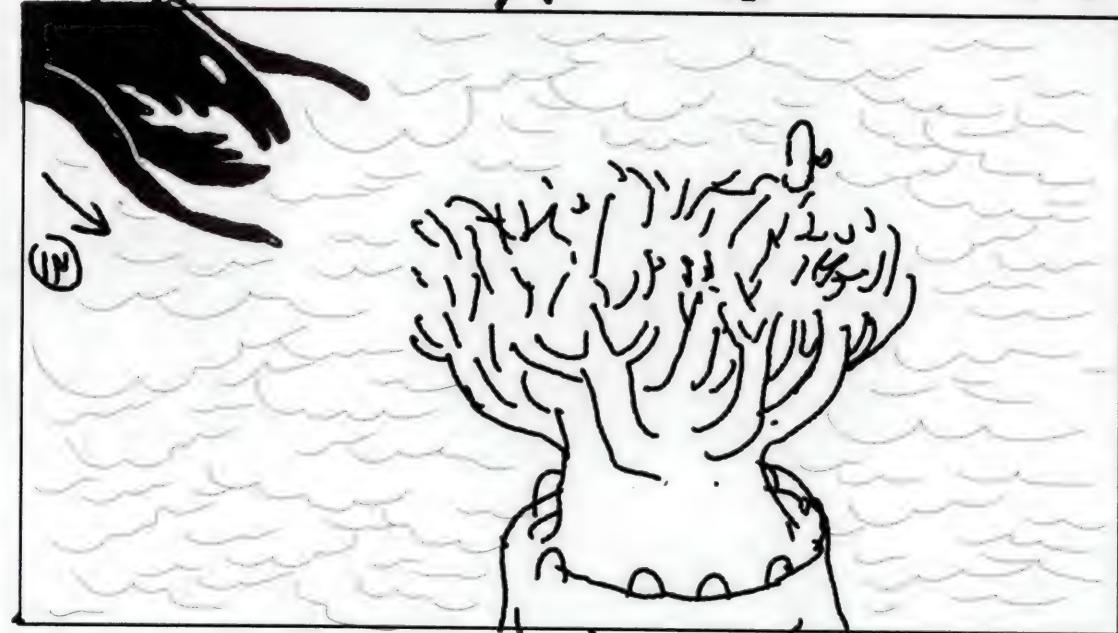
Pnl.

A

Bg.



day night



Dialog:

Sc. 159 CONT Pnl. B

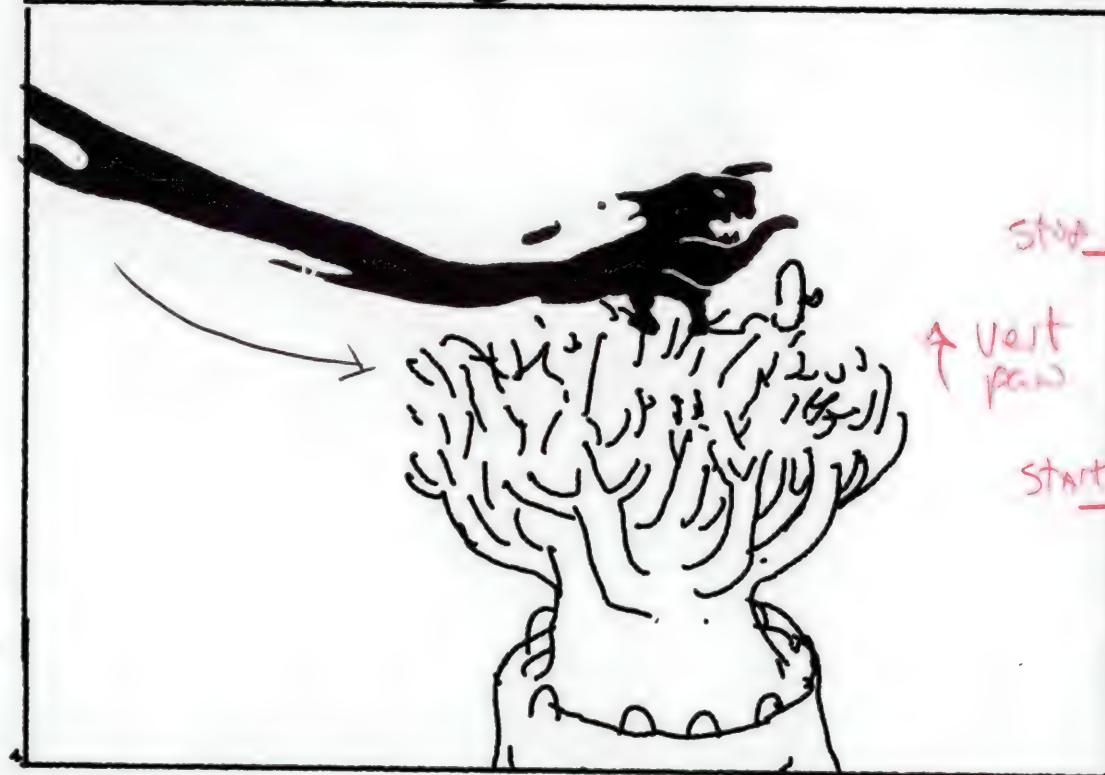
Bg.

Page

236

day night

Hu
Cut



Action:

- MONSTER SURGES ON/S.

- PSYCHIC CREATURE FLIES IN LANDS BEHIND pb.

- ADV. W/ LANDING.

SEP 12 2014

Timing:

EPISODE #

Production :

1025/196 961-5201

1025/196

He Cut

ADVENTURE TIME

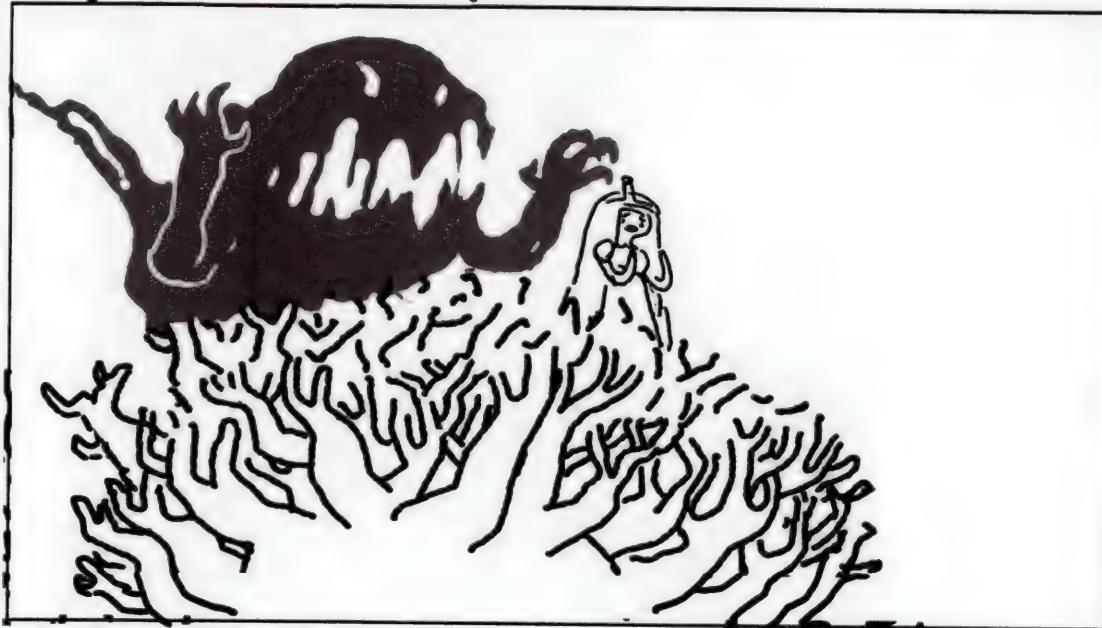
Sc. 160

Pnl. A

Bg.



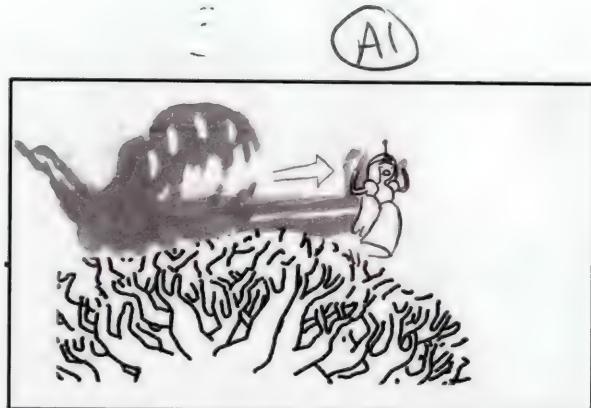
day night



Dialog:

Action:

Timing:

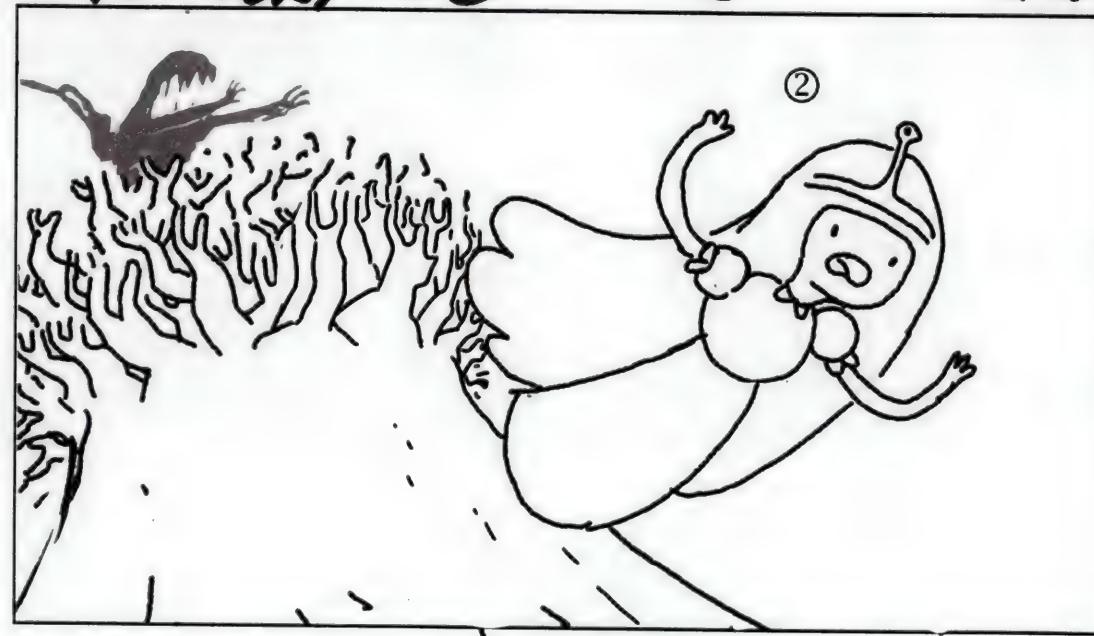


(A1)

Sc. 160 cont Pnl. B

Bg.

Page 237
day night



PB: [SHAVED NOISE]

Creature pushes PB off the tree.

SEP 12 2014

Production :

1025/196

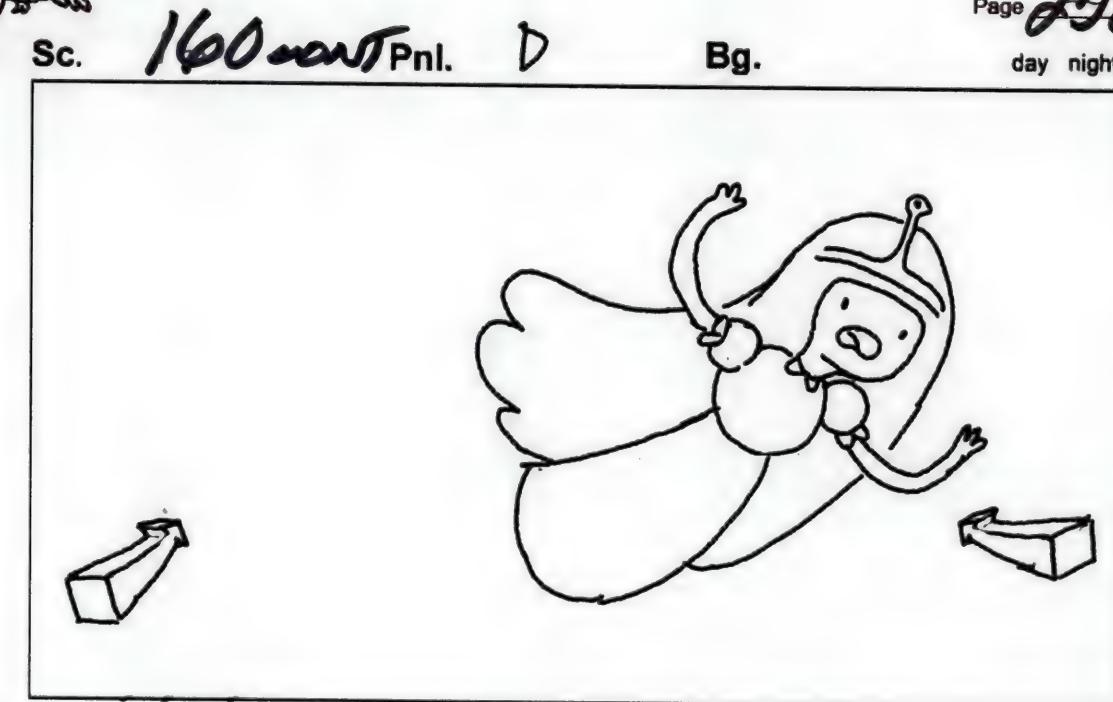
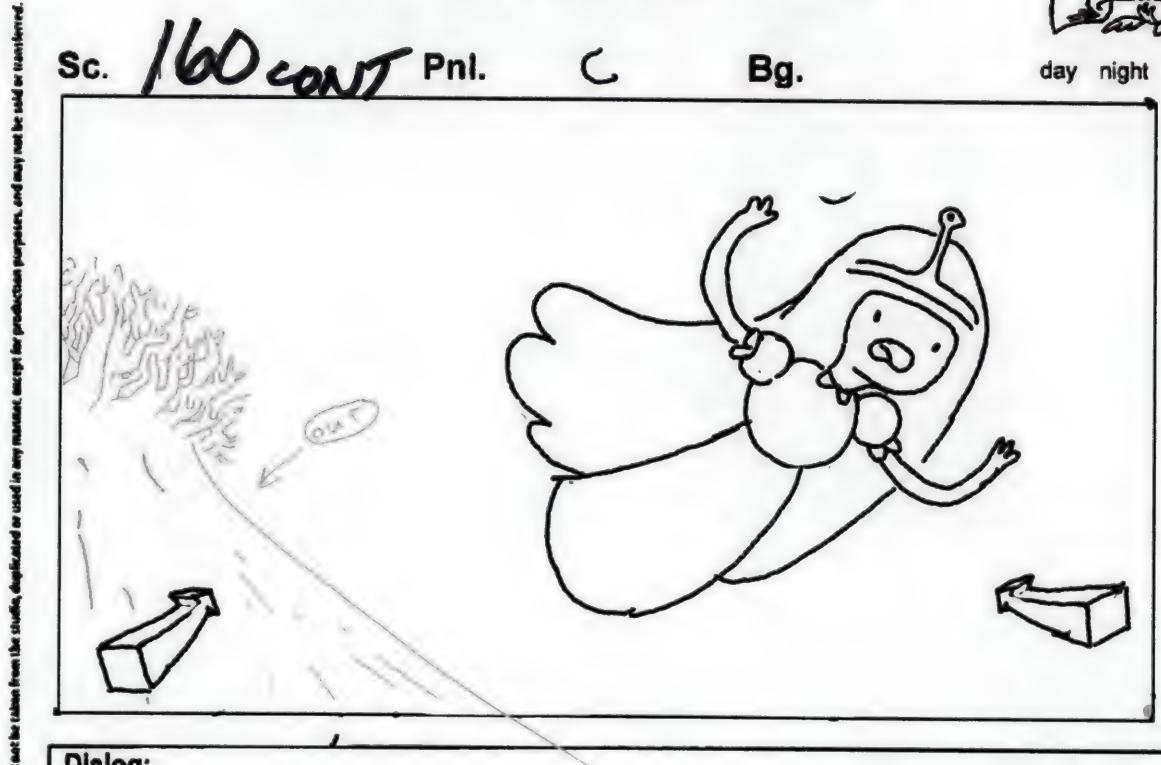
961-5201

EPISODE #

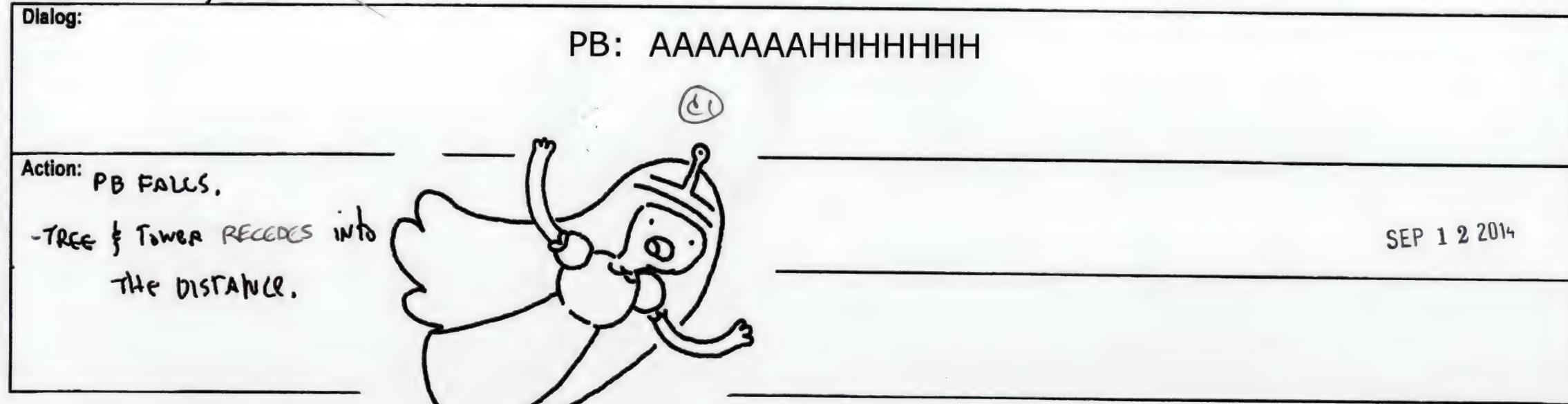
1025/196

ADVENTURE TIME

1025/196



Page 238
day night



Production :

1025-196
1025/196
EPISODE #

1025/196

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ADVENTURE TIME

Sc. 160 CONT Pnl.

E

Bg.



day night

No sc. 161

Sc. 160 CONT Pnl.

F

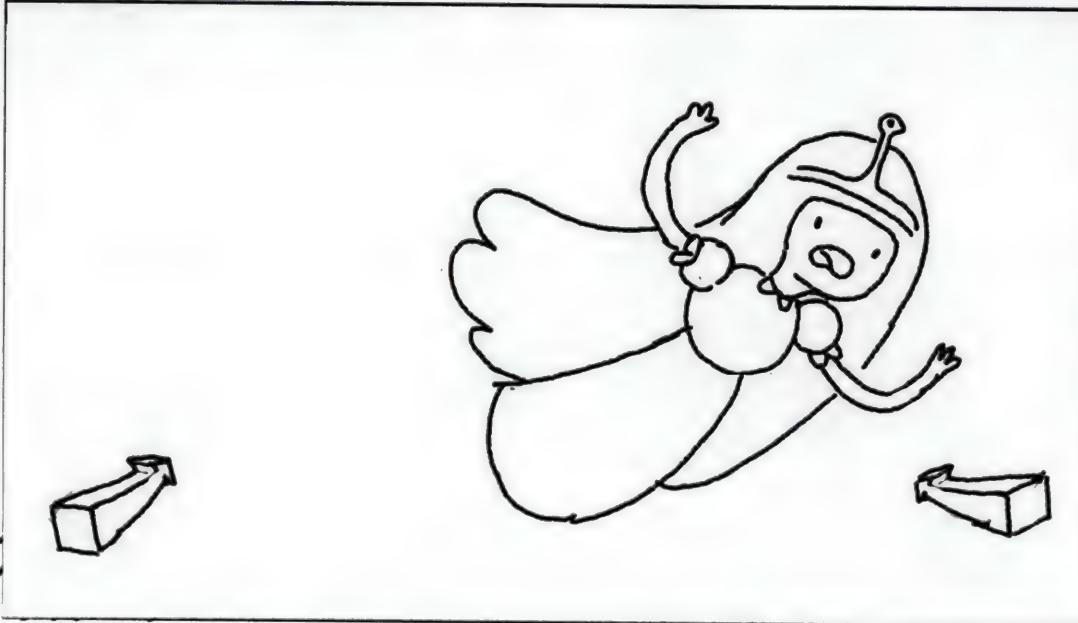
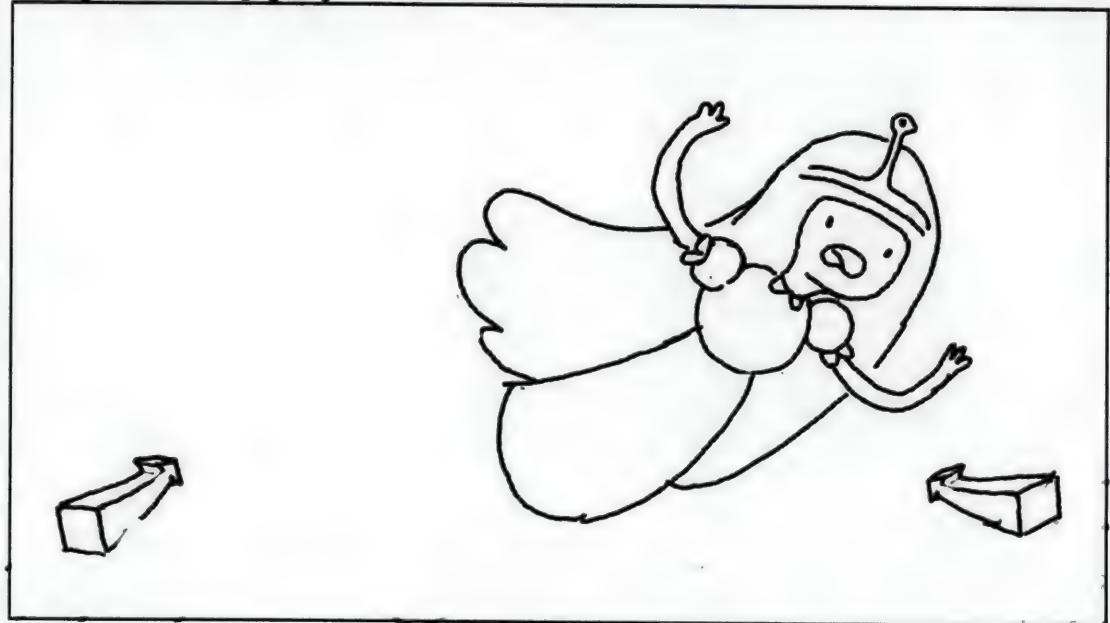
Bg.

Page 239
No Pgs 240-241
day night

EPISODE #

1025-5201

1025/196



Dialog:

PB: AAAAAHHHHHH

Action:

SEP 12 2014

Timing:

Production :

1025/196

ADVENTURE TIME

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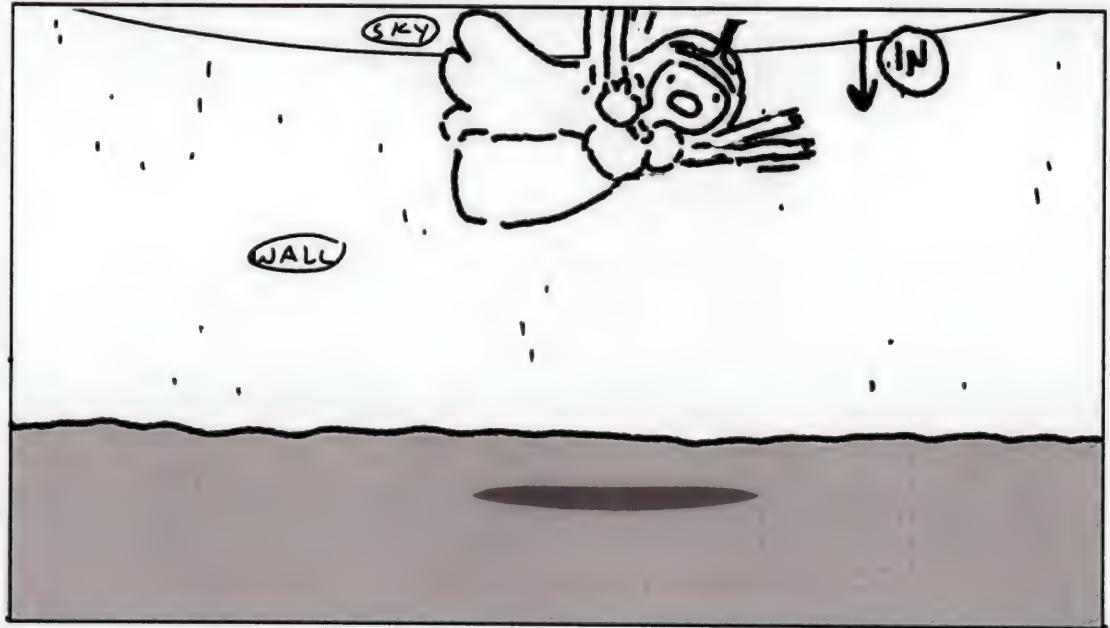
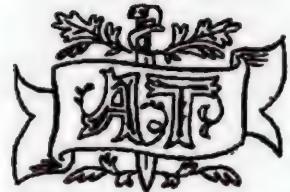
Cut
Sc. 162

Pnl.

A

Bg.

day night



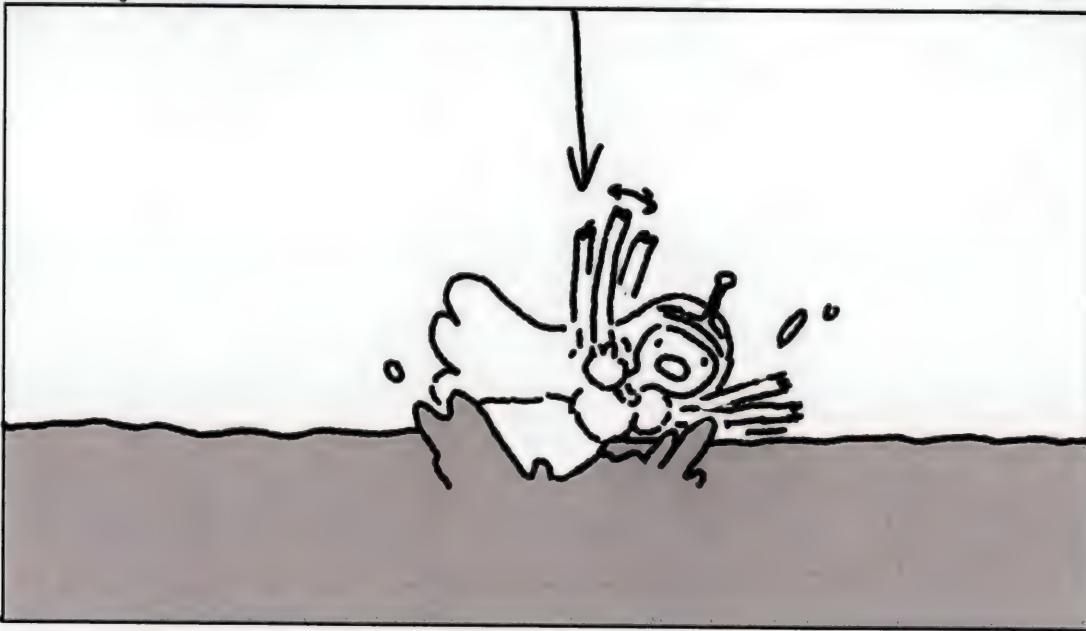
Sc. 162 cont Pnl. B

Bg.

Page

242

day night



Dialog:

PB: AAAAAAHHHHHH

sfx / SPLAT!

Action:

- PB FALLS ON/S.

SEP 12 2014

Timing:

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME



day night

Sc.

162 cont

Page

243

day night

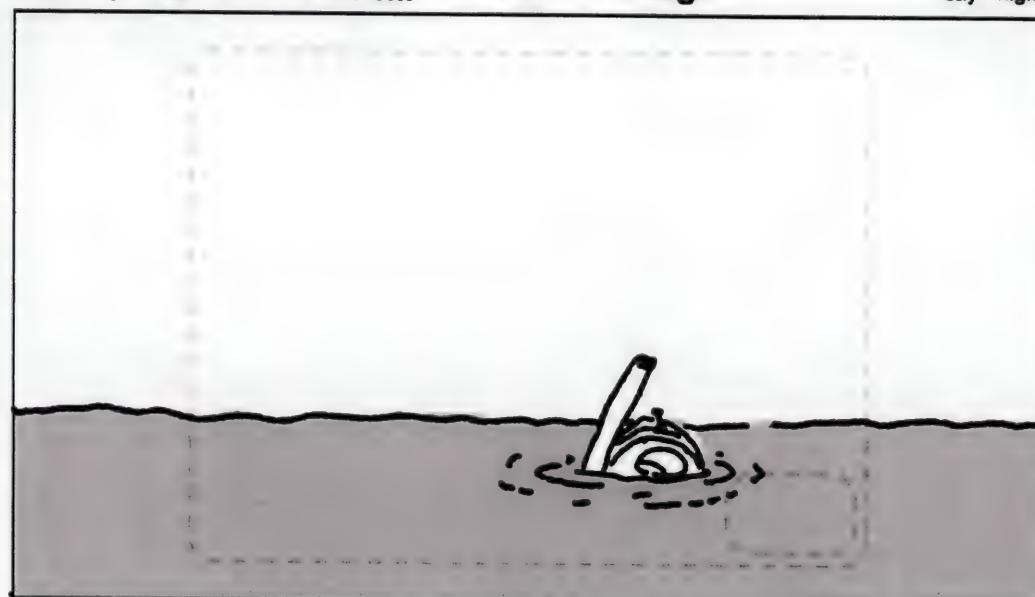
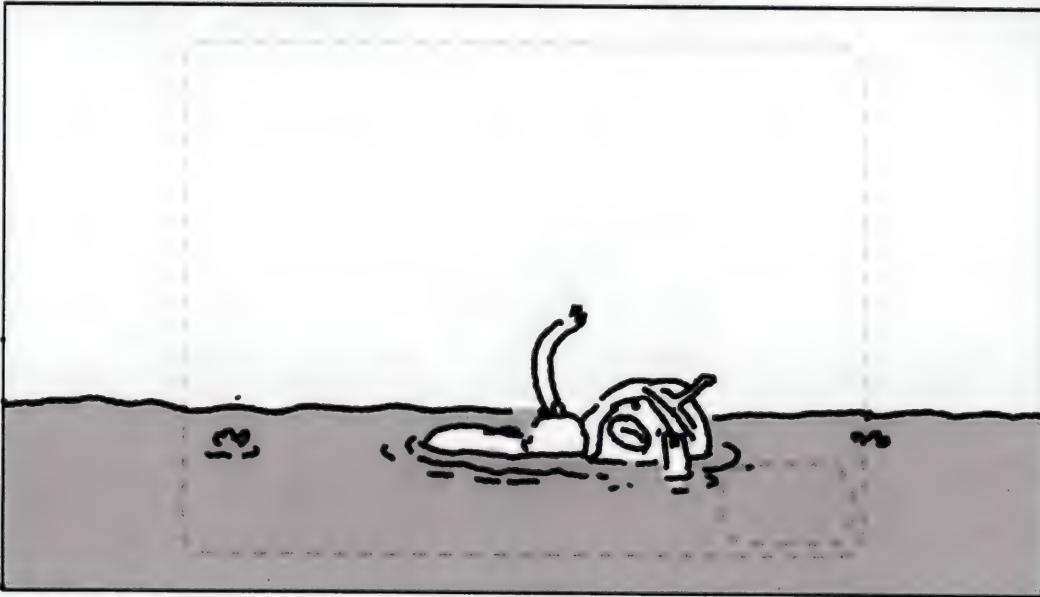
Sc. 162 cont

C

Bg.

D

Bg.



1025/196

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Dialog:

SFX: x GLOOPx

Action:

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

1025/196

ADVENTURE TIME

1025 / 196

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Sc. 1627 cont Pnl.

E

Bg.



day night

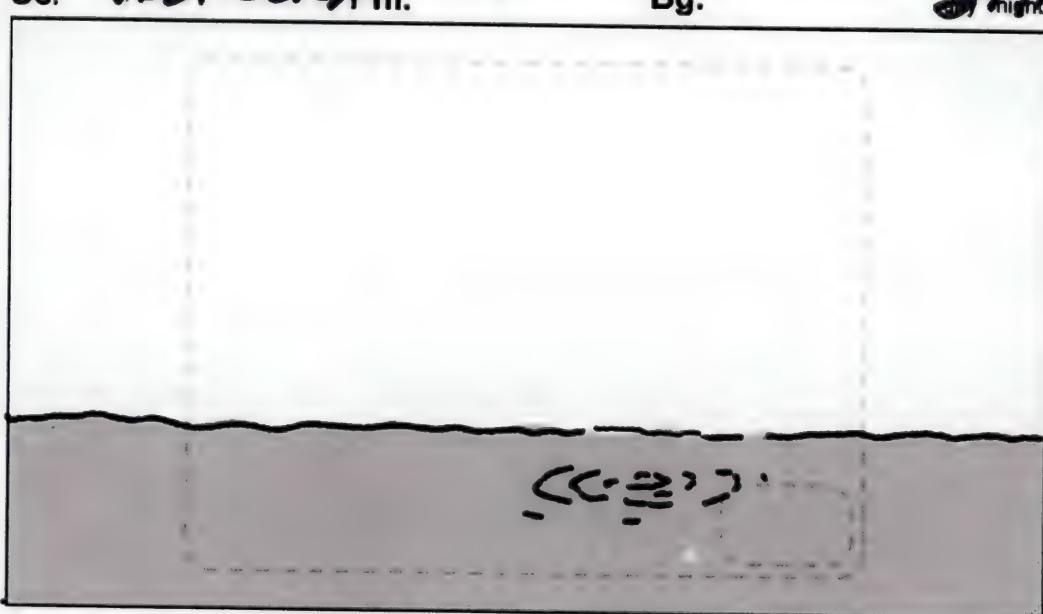
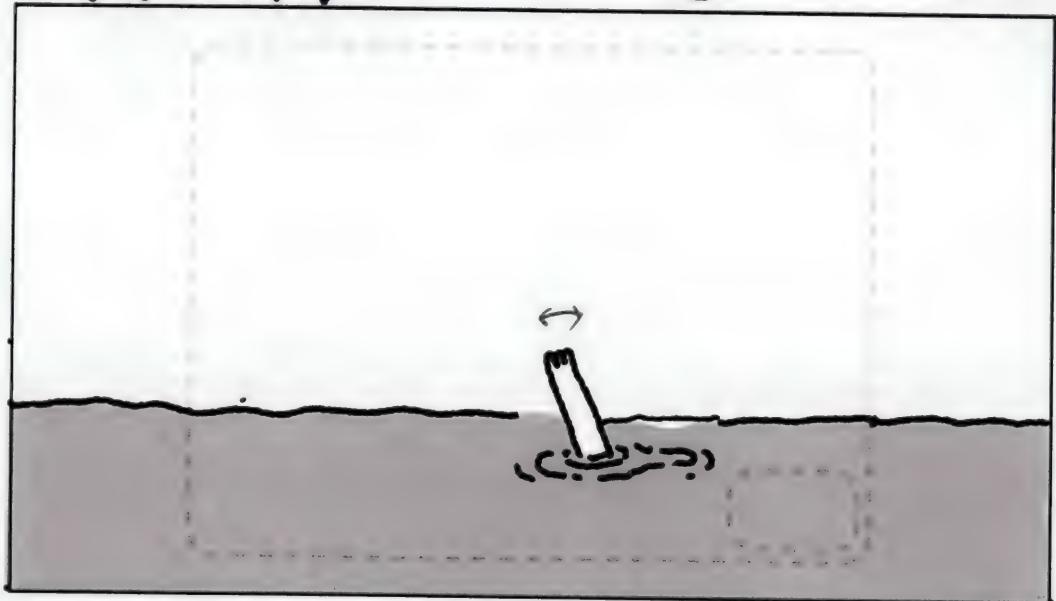
Sc. 1627 cont Pnl.

F

Bg.

Page

244
244A
cut



Dialog:

Action:

- PB sinks completely in.

only ripples left.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025 / 196

1025 / 196

Cut

ADVENTURE TIME



Hu
Cut

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Sc. 162A

Pnl. A

Bg.

day night



Sc. 162B

Pnl. A

Bg.

Page 244A
245 next

day night

Cut



EPISODE #

1025-196

1025/196

Dialog:

Action:

Timing:



SEP 12 2014

Production :

1025/196

1025/196

Cut

ADVENTURE TIME

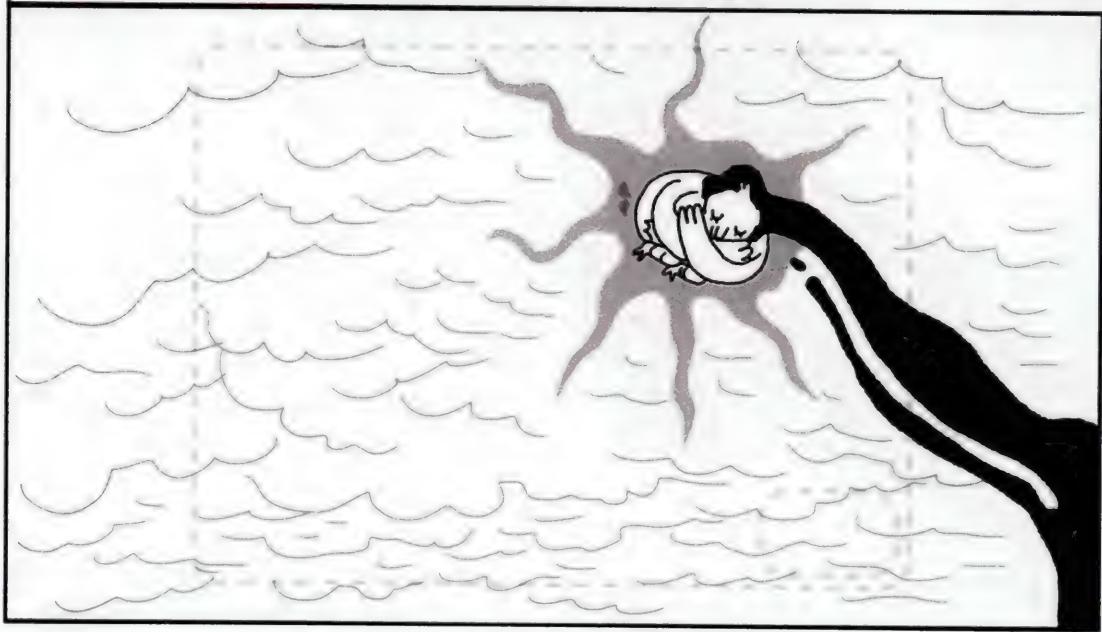
Sc. 163

Pnl. A

Bg.



day night



Sc. 163 cont.

Pnl.

B

Bg.

Page 245
day night

HW
Cut

1025/196

Dialog:

CO: HEY! HEY YOU!

Action:

- CO FUCS ON/S.

Timing:

SEP 12 2014

Production :

1025/196

HU Cut

ADVENTURE TIME

1025/196

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Sc. 164

Pnl.

A

Bg.



day night

Sc. 164 cont

B

Page

246

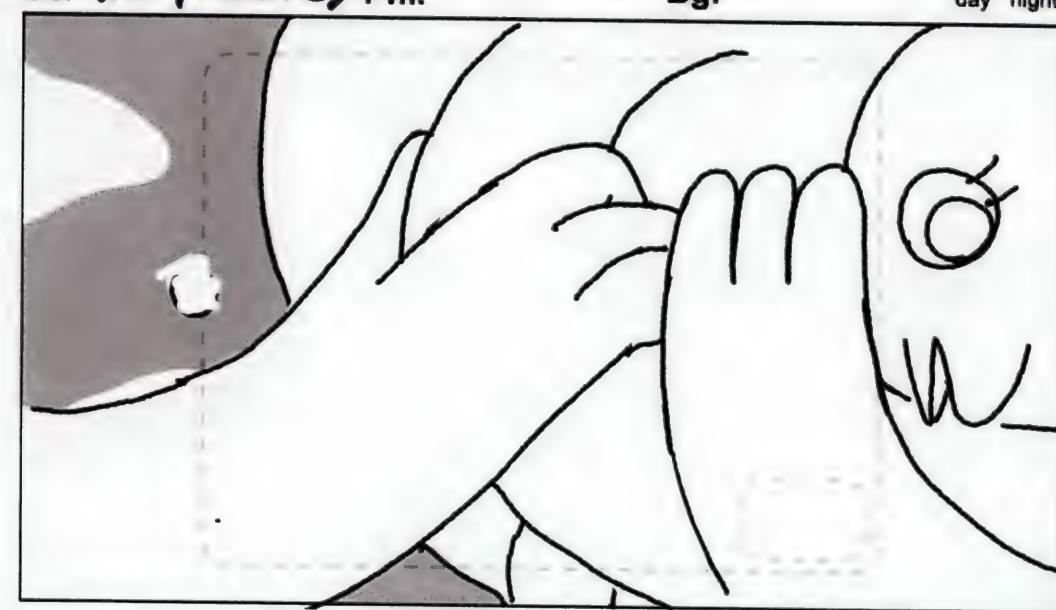
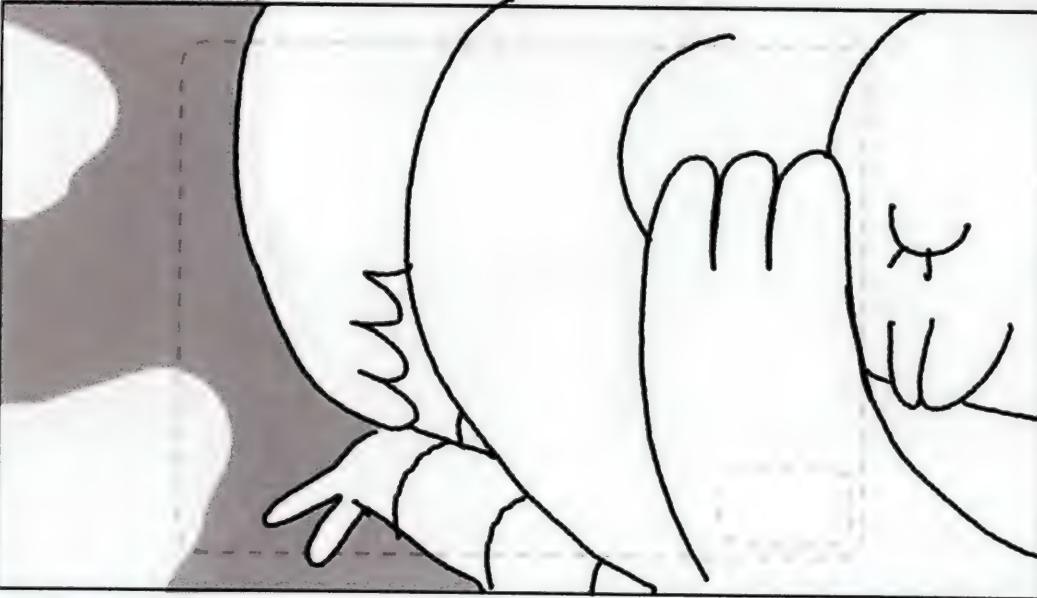
day night

HU Cut

1025-196

EPISODE #

1025/196



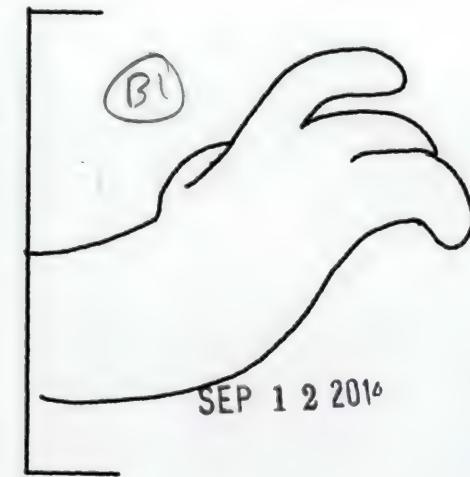
Dialog:

BW: HUH?

Action:

-CO GRABS BW'S ARM.
-BW wakes up.

Timing:



1025/196

100
Cut

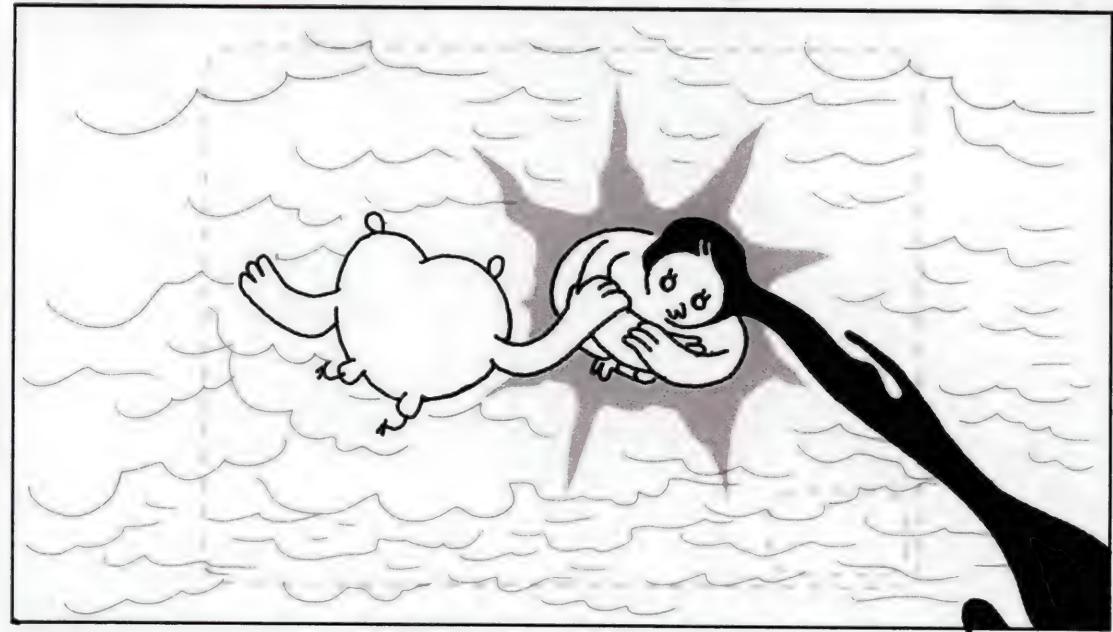
ADVENTURE TIME

Sc. 165

Pnl.

A

Bg.



Sc. 165 cont

Pnl.

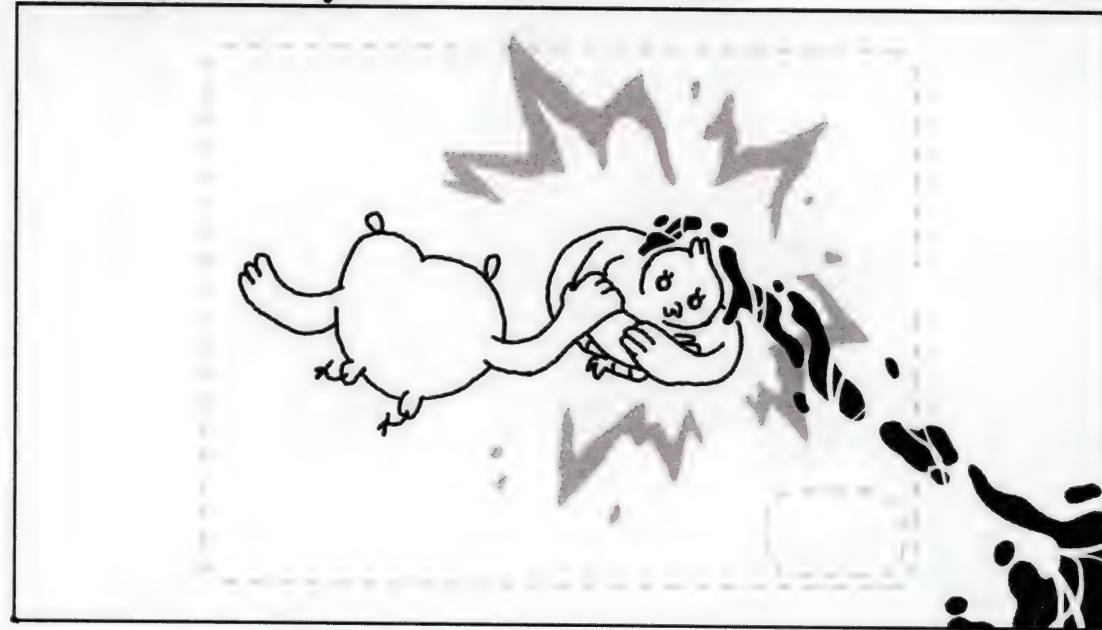
B

Bg.

Page 247

day night

How
Cut



1025/196

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Dialog:

SFX: * SHATTER *

SEP 12 2011

Action:

- the evil man's disappears

Timing:

EPISODE #

1025/196 961-5201 1025-196

1025/19

(B1)

HW Cut

ADVENTURE TIME



Cut

Sc. 166

Pnl. A

Bg.

day night



Sc.

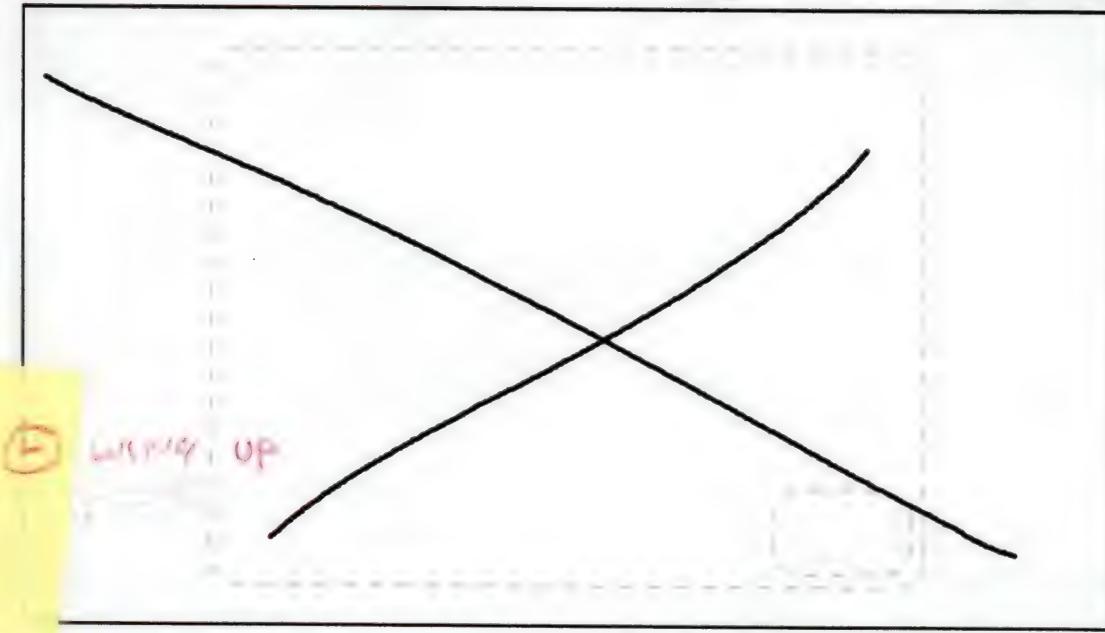
Pnl.

Bg.

Page

248

day night

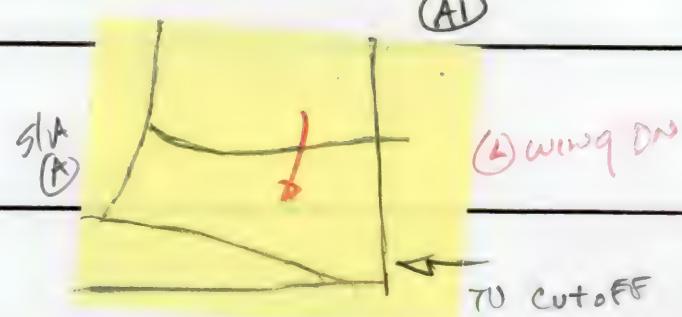


1025/196

Dialog:

CO / DO YOU HAVE ANY IDEA WHAT
YOU'VE DONE?!

Action:



SEP 12 2014

Timing:

1025/196

EPISODE #

Production :

1025-196

Cut

ADVENTURE TIME



Sc. 167

Pnl.

A Bg.

day night

Sc.

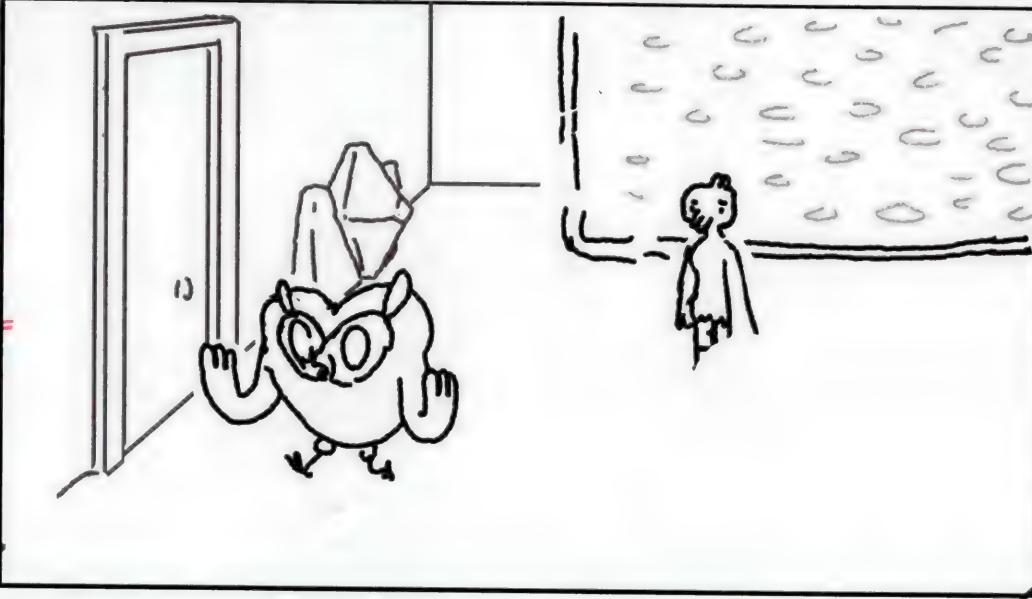
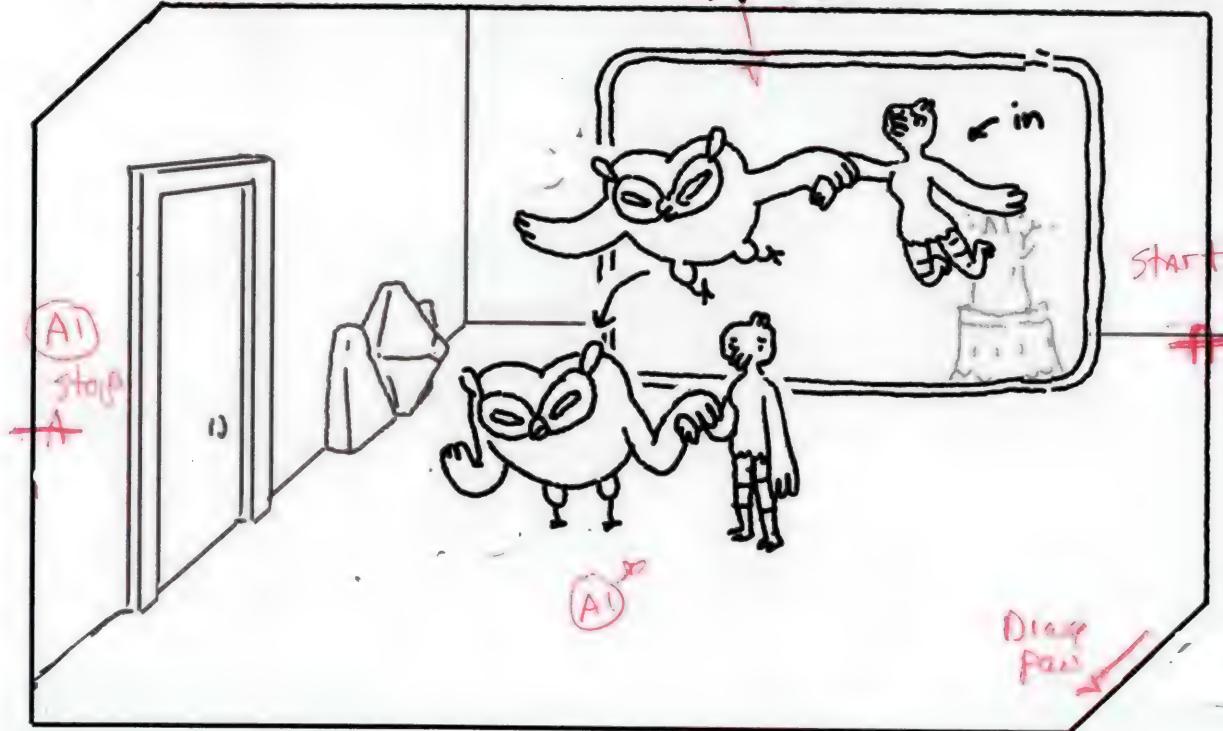
167 CONT Pnl B

Page

244

day night

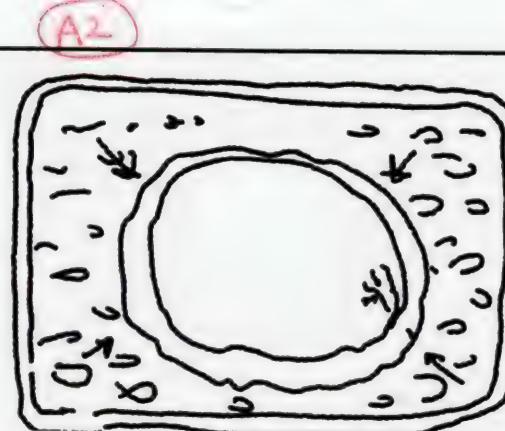
Hu
Cut



CO: YOU INTERFERED WITH
A DREAM !!

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Timing: (ADW W/ ACTION)



EPISODE #

1025-196

Production :

1025/196

1025/196

1025/196

4000

ADVENTURE TIME

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Sc. 168

Pnl.

A

Bg.



day night

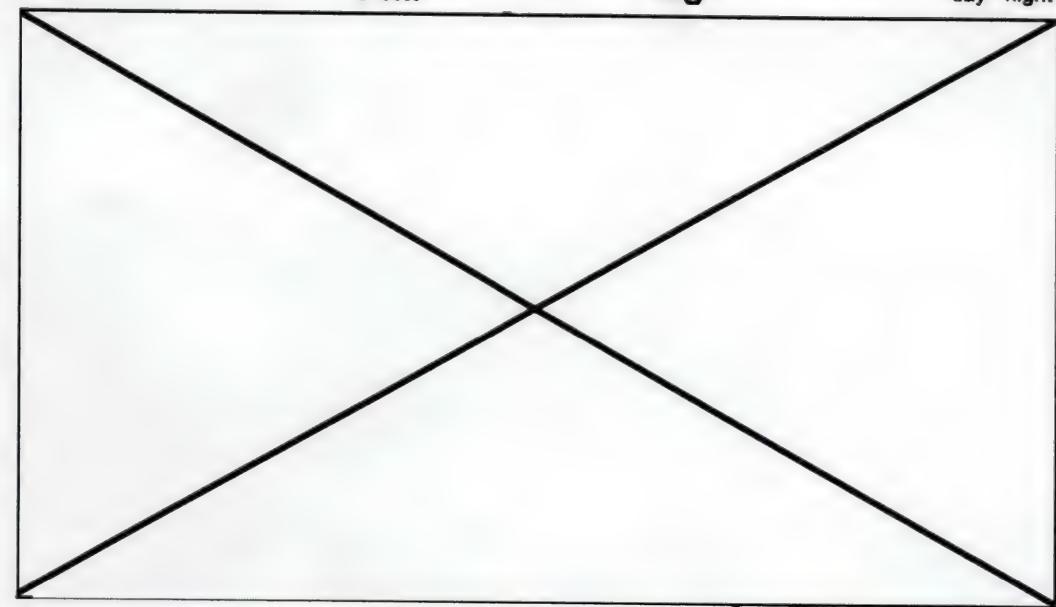
Sc.

Pnl.

Bg.

day night

Page 250



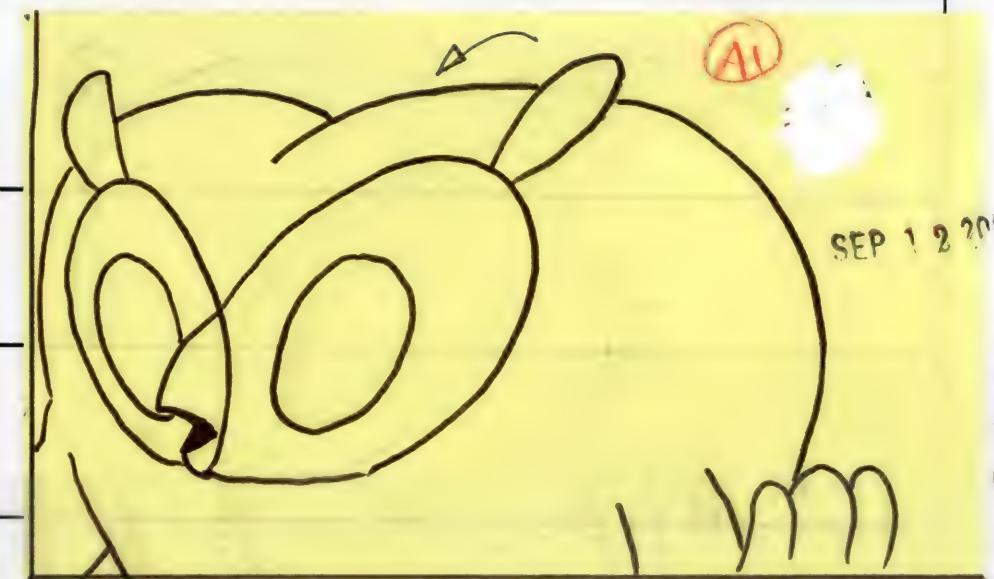
Dialog:

CO / OH MAN!!

Action:

B6 pans as CO continues to pace.

Timing:



Production :

1025-196

1025-196

1025-196

1025/196

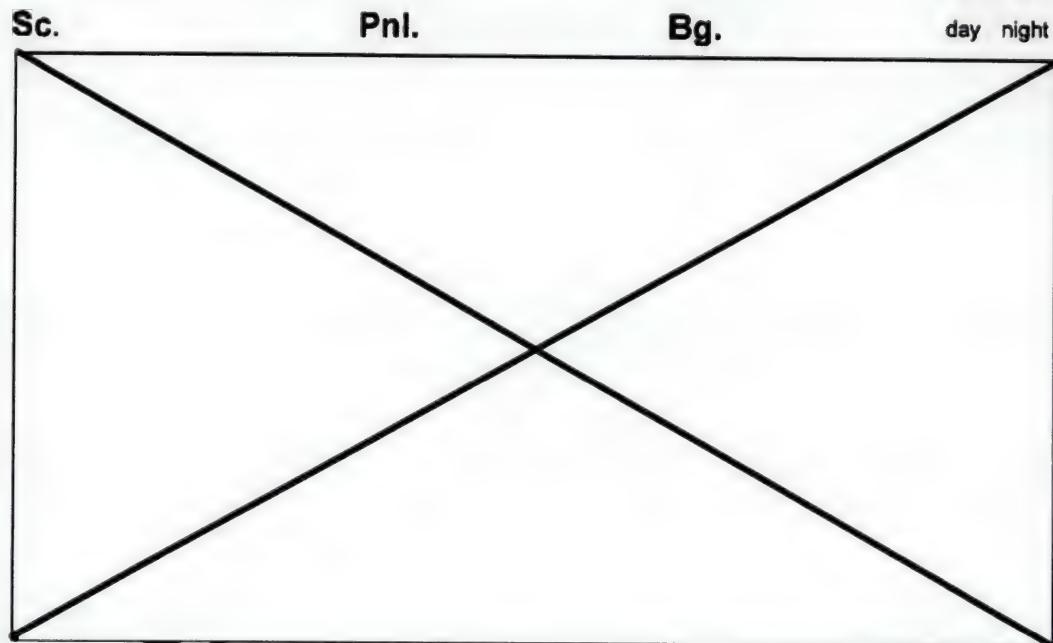
1025/196

ADVENTURE TIME



1025/196

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Pnl.

Bg.

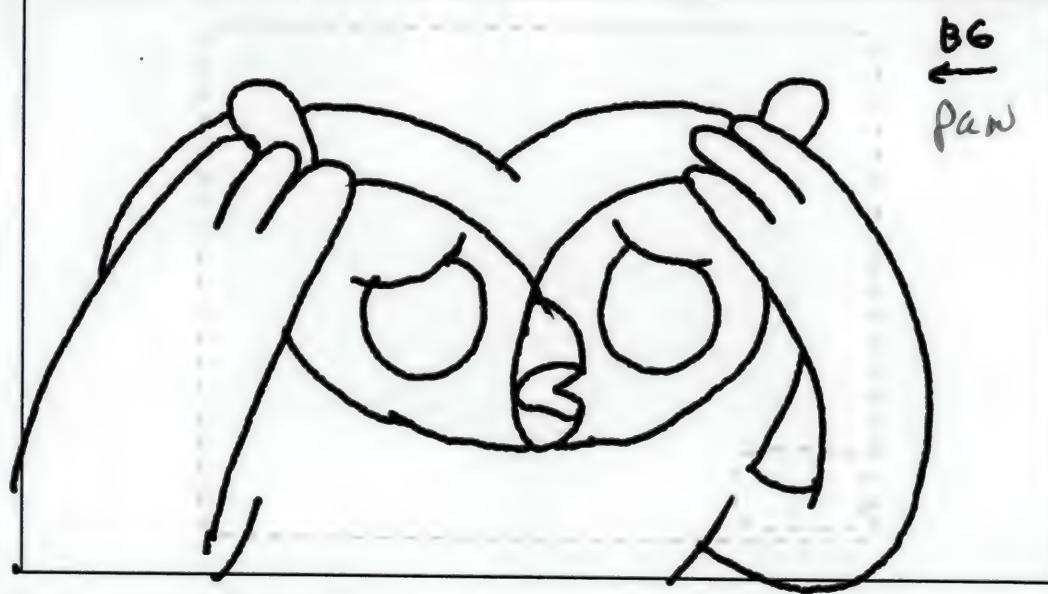
day night

Sc. 168 *CONT* Pnl. B

Bg.

day night

Page 251



BG
pan

EPISODE #

1025-196

1025/196

Dialog:

CO / A DREAM

SEP 12 2014

Action:

- CO PACES

-

Timing:

Production :

1025/196

1025/196

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ADVENTURE TIME



Sc. 168 cont

Pnl.

D

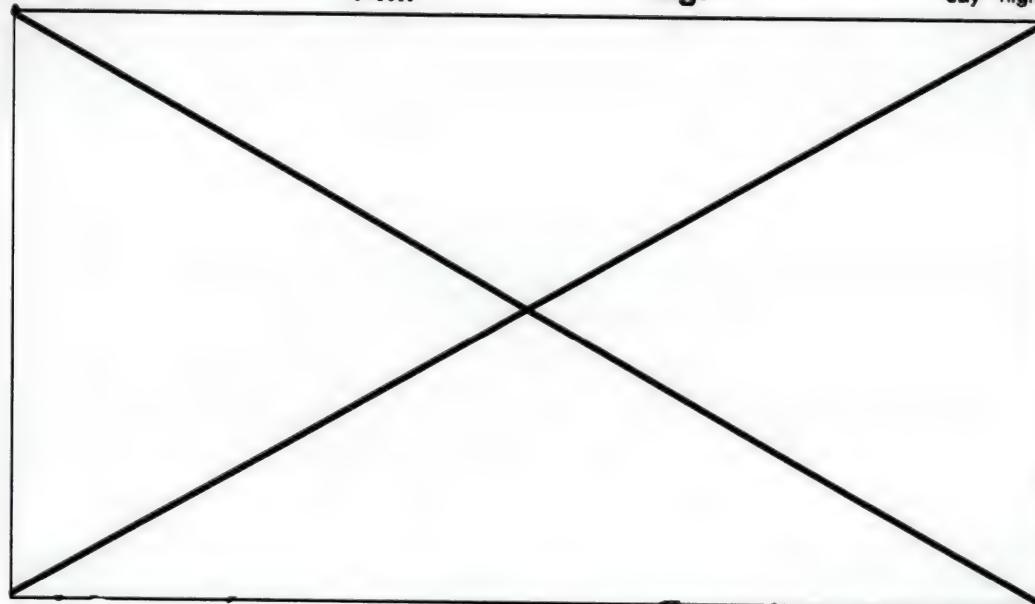
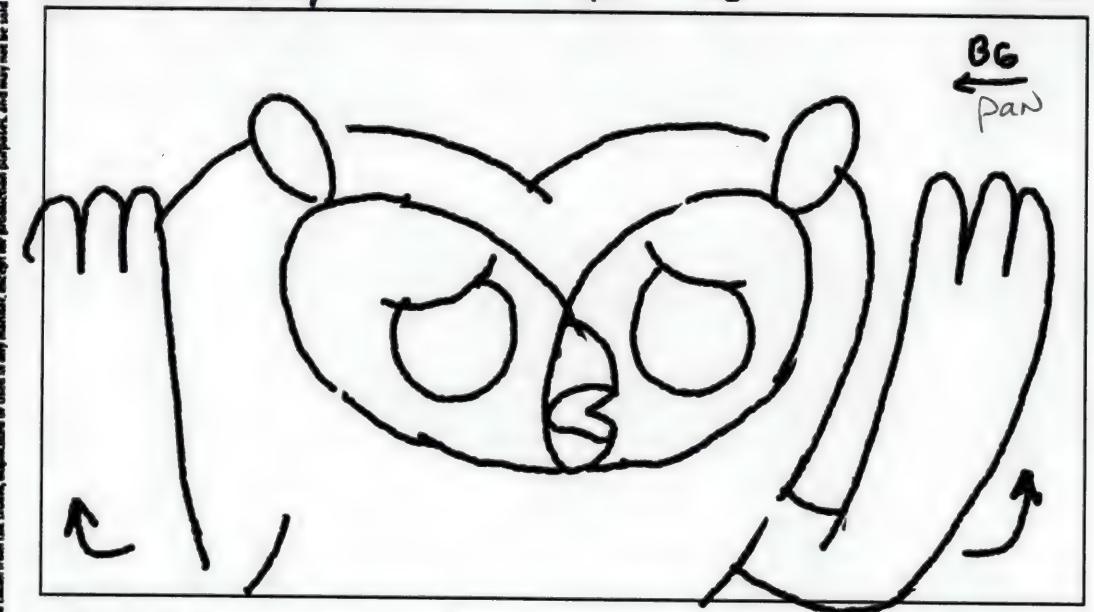
Bg.

day night

Sc.

Page 252

day night



Dialog:

I WAS IN

Action:

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

1025/196

1025/196

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ADVENTURE TIME

Sc. 168 CONT Pnl. E

Bg.



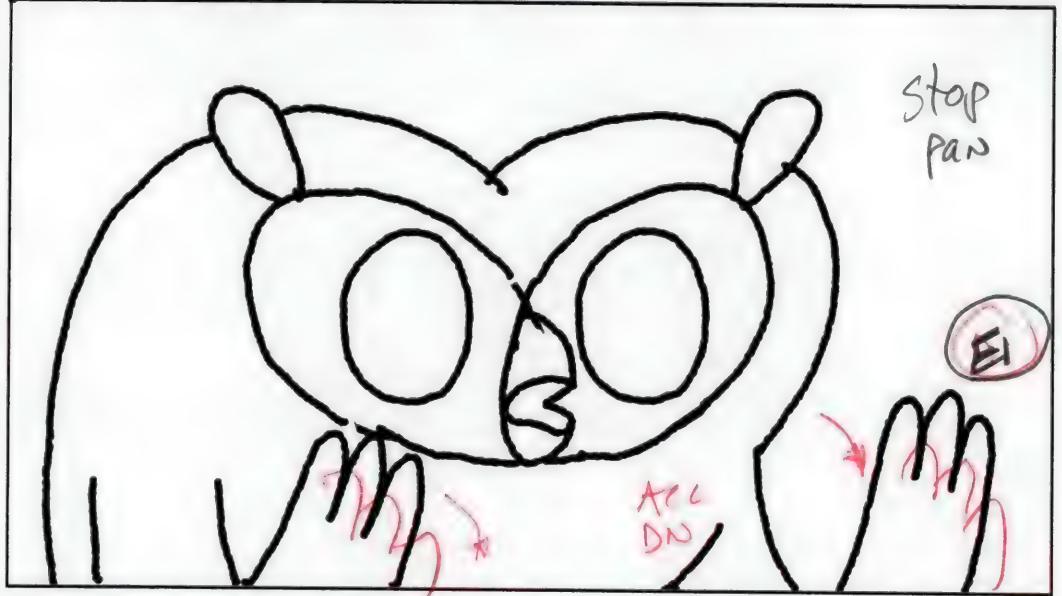
day night

Sc. 169

Pnl. A

Bg.

Page 253
day night



Stop
pan



Dialog:

CO/ wHy DID YOU DO-HOO it ?!

BW /

...

Action:

SEP 12 2011

Timing:

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

Sc. 169 cont Pnl. B



day night

Sc. 169 cont Pnl. C

Page 254
day night

Cut

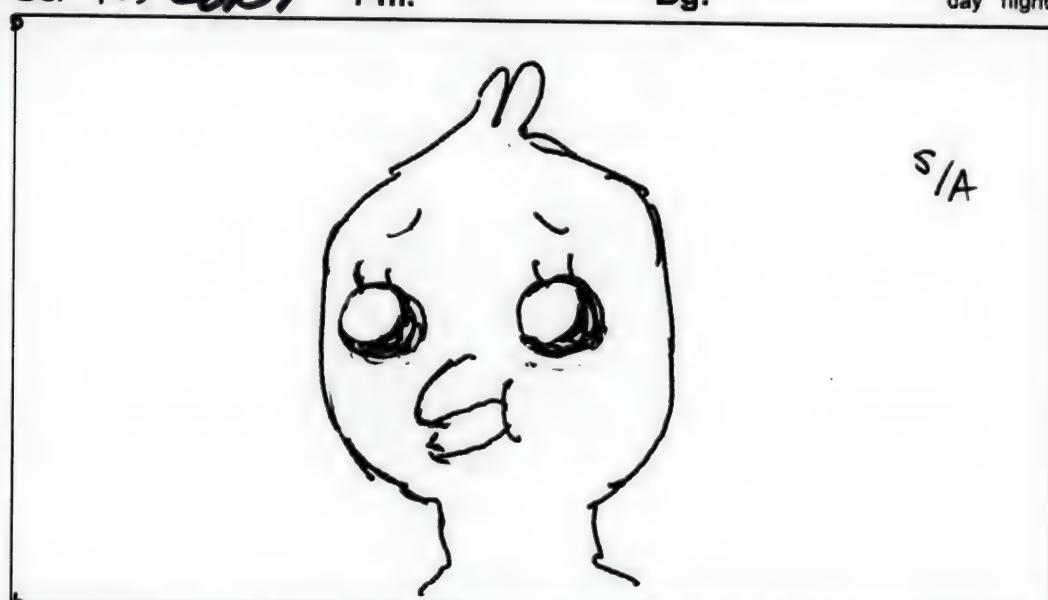
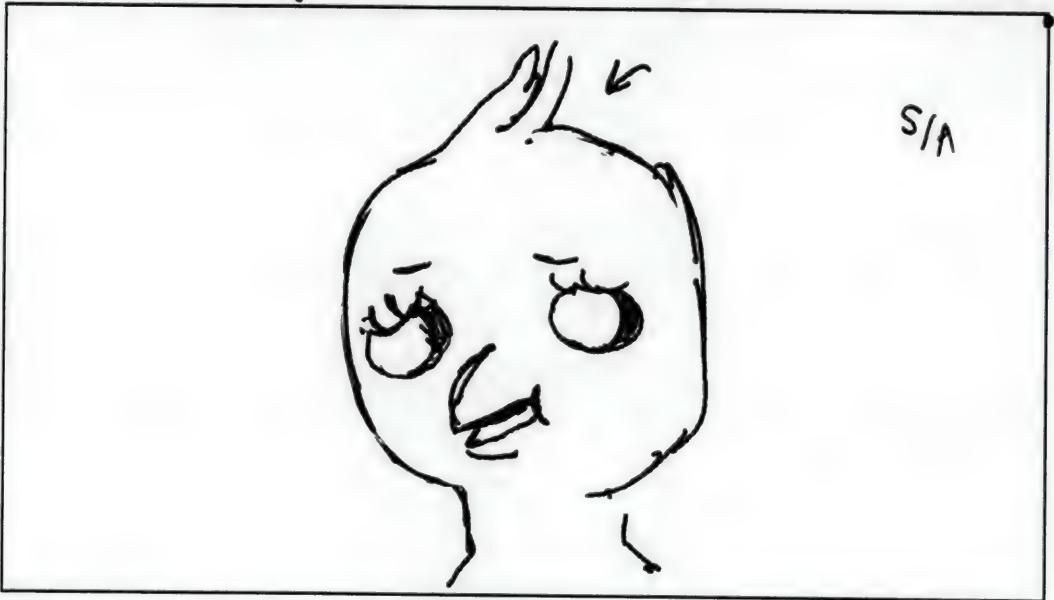
1025-196

EPISODE #

1025/196

Bg.

S/A



Dialog:

BW: I CAN'T REALLY EXPLAIN IT.

BW: IT JUST FELT LIKE THE
RIGHT THING TO DO.

Action:

SEP 12 2014

Timing:

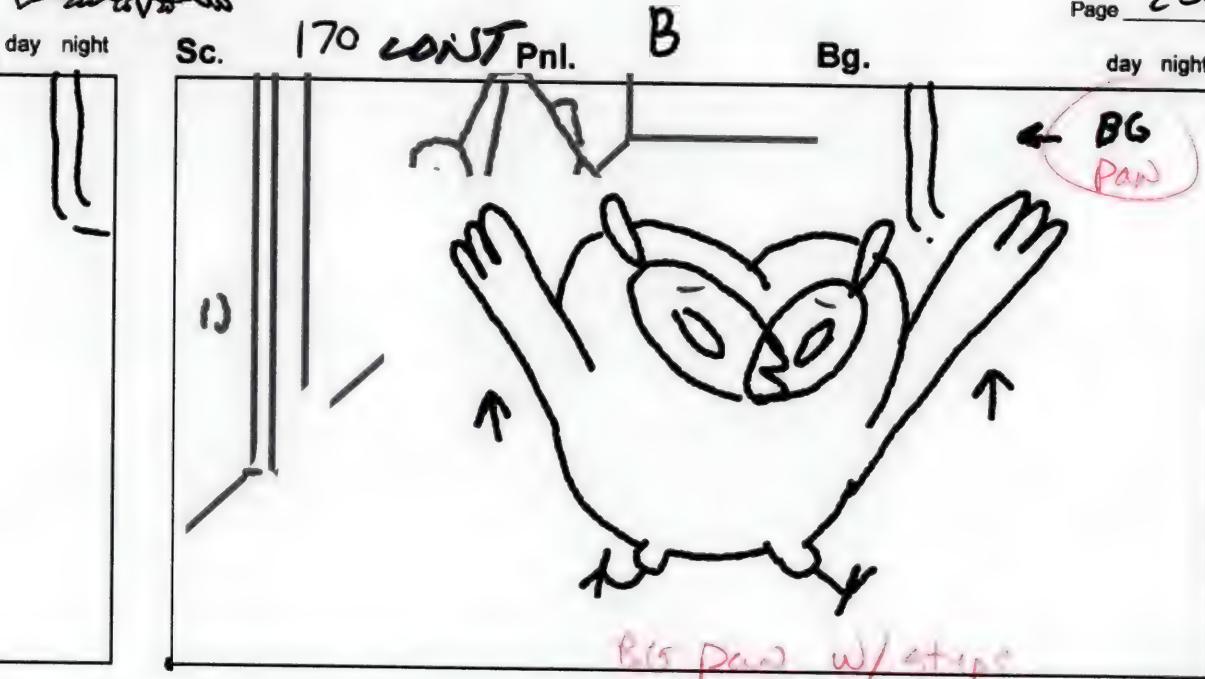
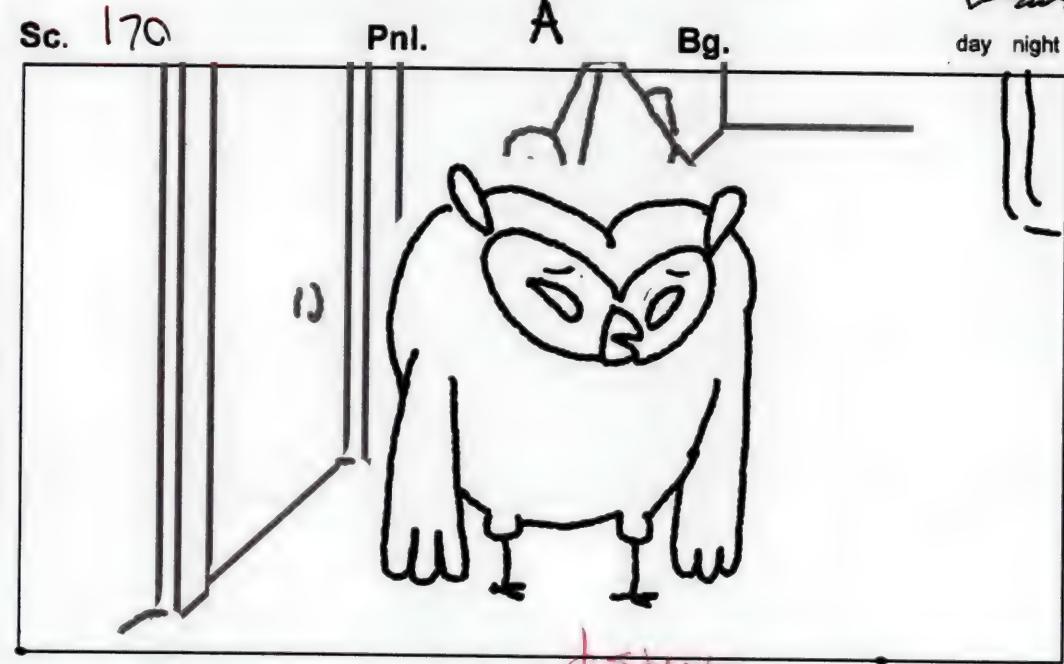
Production :

1025/196

1025/196

CUT
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ADVENTURE TIME



Page 255

day night

BG Pan

Dialog:

CO/ YOU... YOU RUINED --

CO EVERYTHING!!

Action:

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME



1025/196

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Sc. 170 *CONT*

Pnl.

C

Bg.

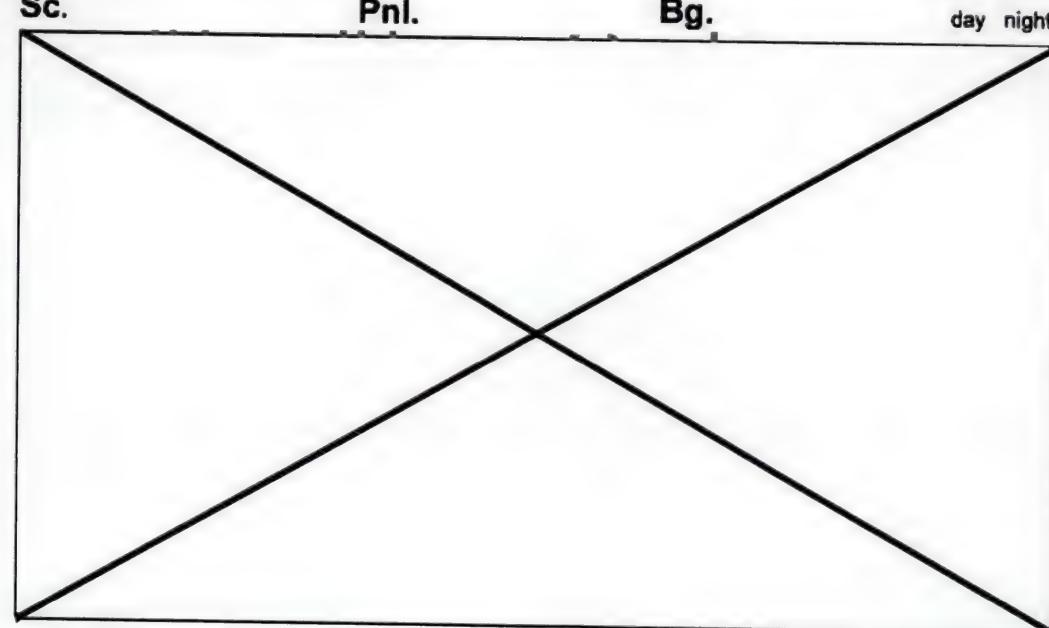
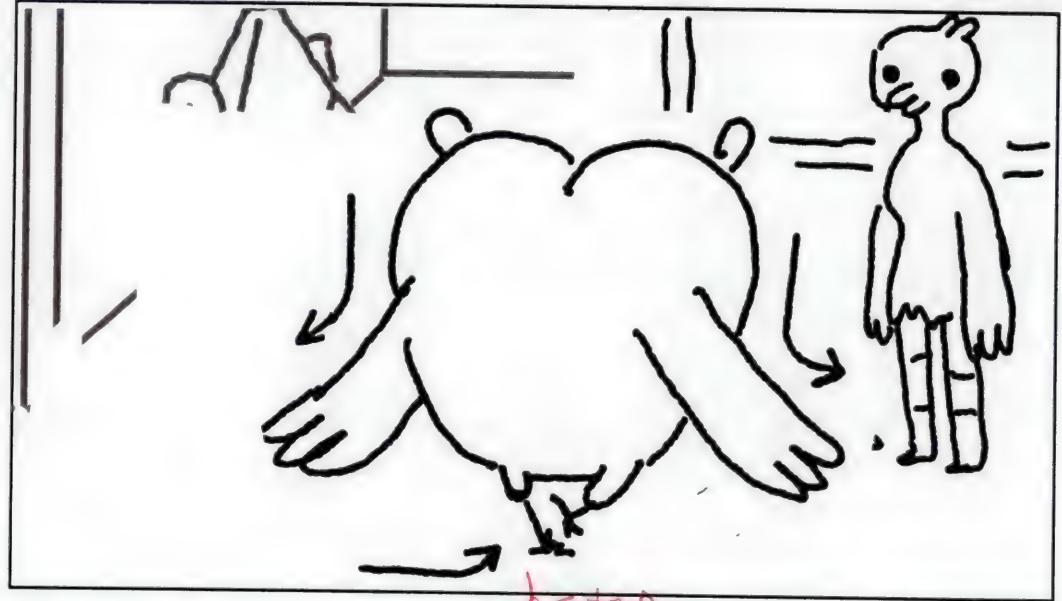
day night

Sc.

Page

256

day night



Dialog:

*♪ STOP
& REVERSE PACE
w/ COWL TURN*

Action:

- CO PACES

Timing:



SEP 12 2014

1025/196

EPISODE #

1025-5209

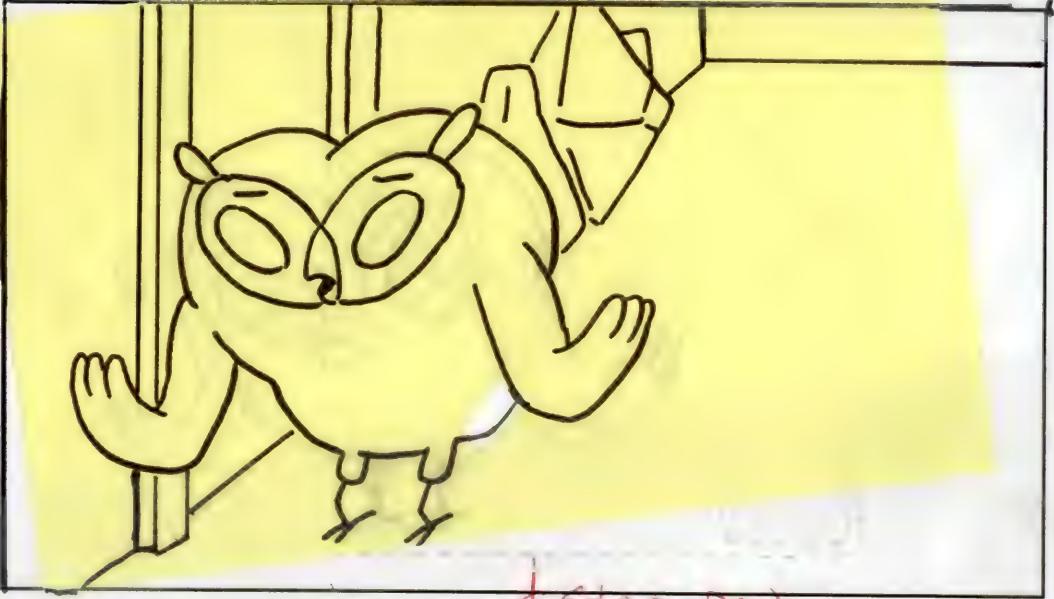
1025/196

ADVENTURE TIME

1025/196

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Sc. 170 cont Pnl. D



↓ Stop paw



day night

Sc. 170 cont Pnl. E



Page 257

day night

1025-196

EPISODE #

1025/196

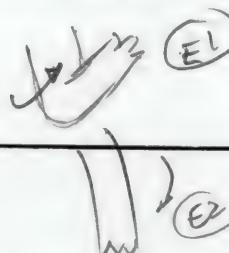
Dialog:

CO / WE WOULD HAVE BEEN SO
PERFECT TOGETHER! ...

Action:

Timing:

CO: ^{AW} HOO, AM I KIDDING,
IT'S OVER.



SEP 12 2014

Production :

1025/196

1025/196

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ADVENTURE TIME

Sc. 170 cont Pnl. F

Bg.

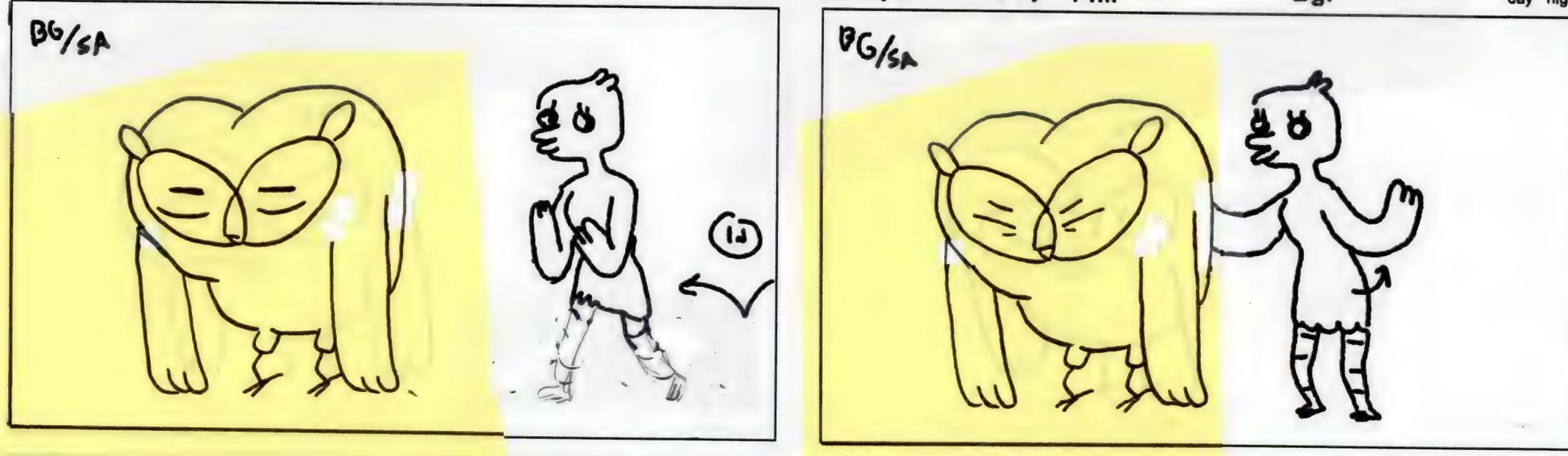


day night

Sc. 170 cont Pnl. G

Bg.

Page 258
day night



Dialog:

BW / IT DOESN'T HAVE TO BE OVER.

BW : WE CAN RUN AWAY.

Action:

- BW WALKS ON/S.

SEP 12 2014

Timing:

Production :

1025-196

1025/196

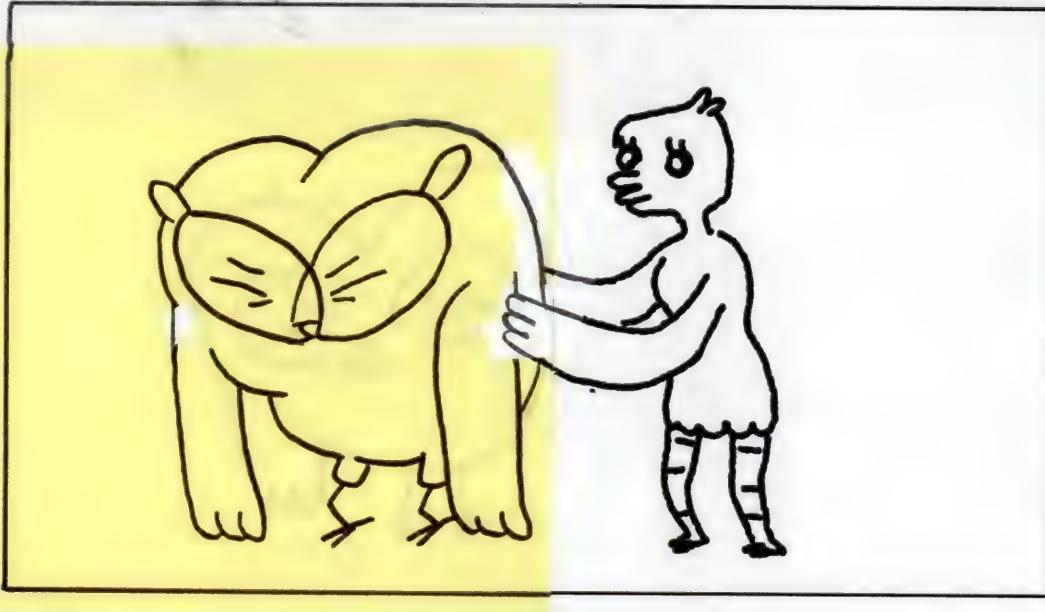
1025/196

ADVENTURE TIME

1025/196

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Sc. 170 ~~Sc. 171~~ Pnl. H Bg.



day night

Sc. 171

Pnl. A Bg.

Page 259
day night

day night

day night

day night

1025-196

EPISODE #

1025/196

Production :

Dialog:

BW together

SEP 12 2014

Action:

Timing:

1025/196

1025/196

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ADVENTURE TIME



Sc. 171 cont Pnl. B Bg.

day night

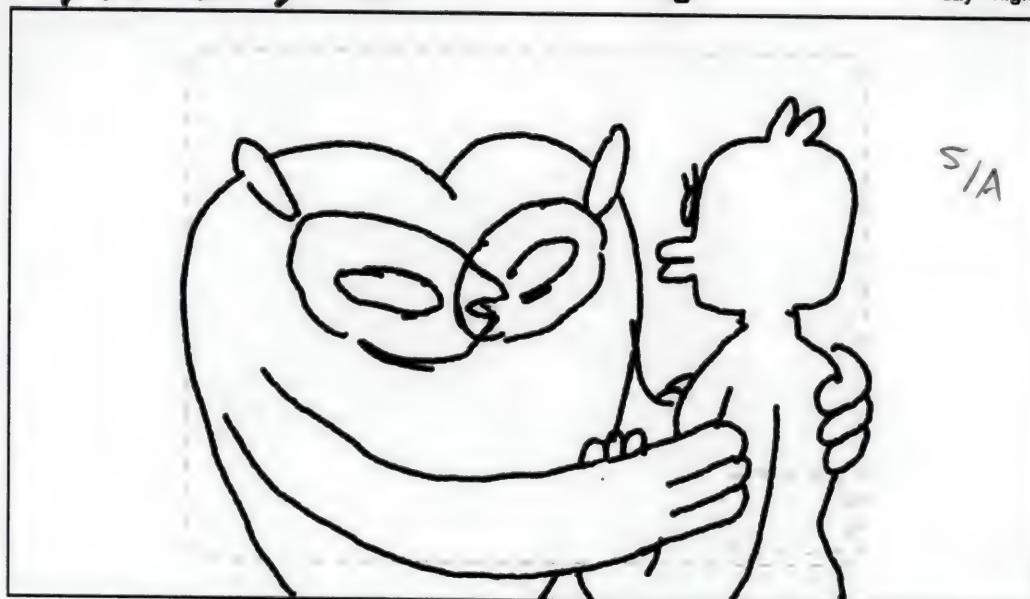
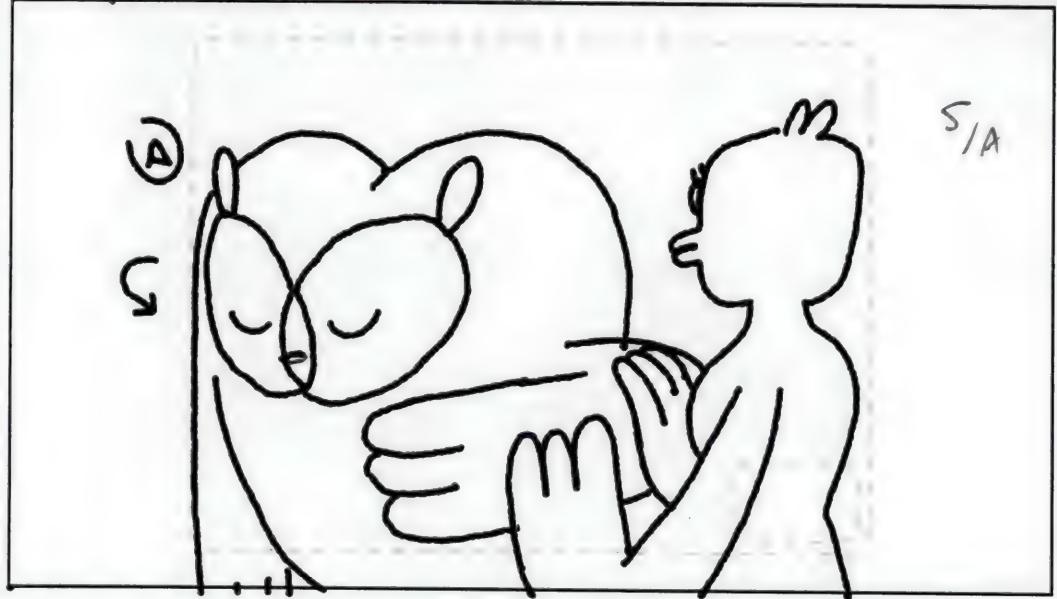
Sc. 171 cont Pnl. C

Page 260
day night

He Art
1025-196

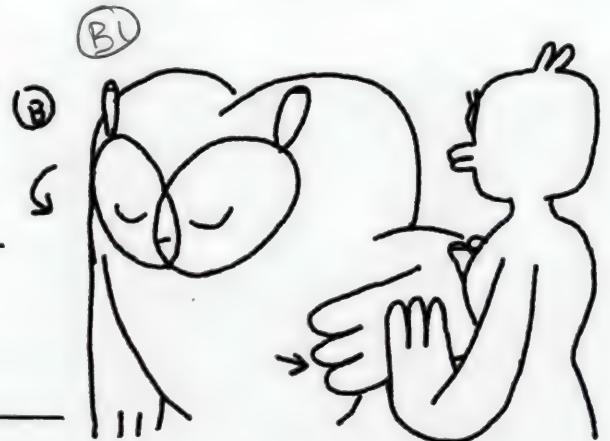
EPISODE #

1025/196



Dialog:

CO: YOU'RE DREAMIN', KID -



Action: CO TURNS
AND PUSHES OG
AWAY.

Timing:

.

CO AND IT'S TIME TO WAKE UP.

SEP 12 2014

Production :

1025/196

No Cut

ADVENTURE TIME



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Sc. 172

Pnl.

A

Bg.

day night

Sc. 172 cont Pnl.

B

Bg.

Pan

261

day night

No Cut

1025-196

EPISODE #

1025/196



Dialog:

BW. No, I...

Action:

- BW's EYES

SEP 12 2014

Timing:

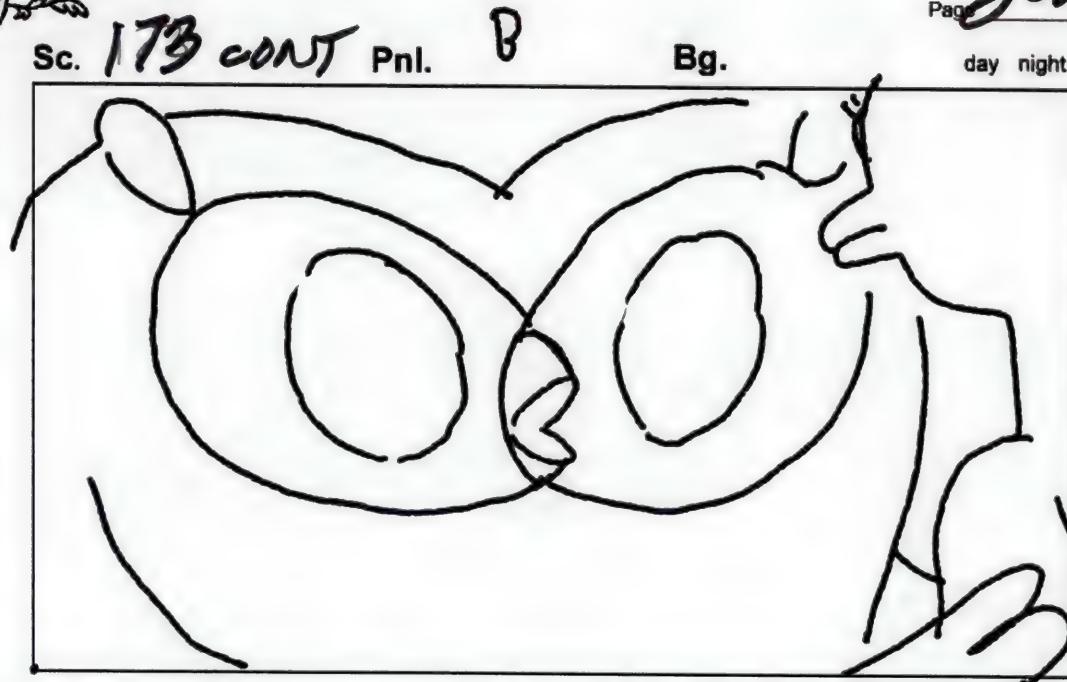
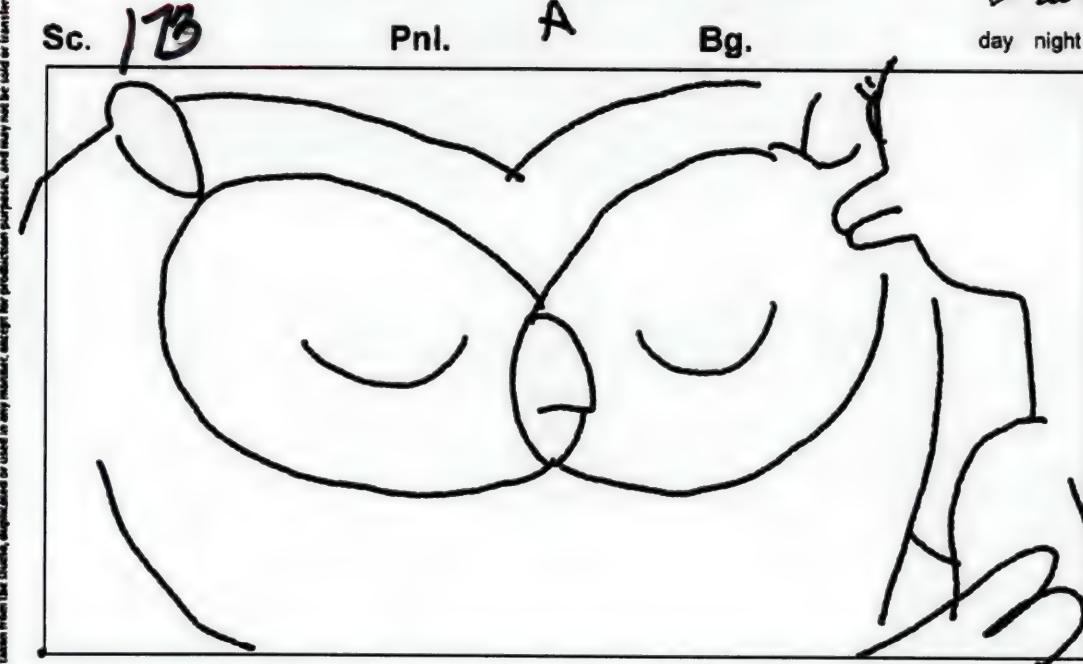
Production :

1025/196

ADVENTURE TIME

1025/196

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Dialog:

CO/HOOOO!

Action:

- CO HOOTS LOUDLY IN BMO'S FACE
SEP 12 2014

Timing:

Production :

1025-196

1025/196

262

Hot Cut

1025/196

XO Cut

ADVENTURE TIME

Sc. 174

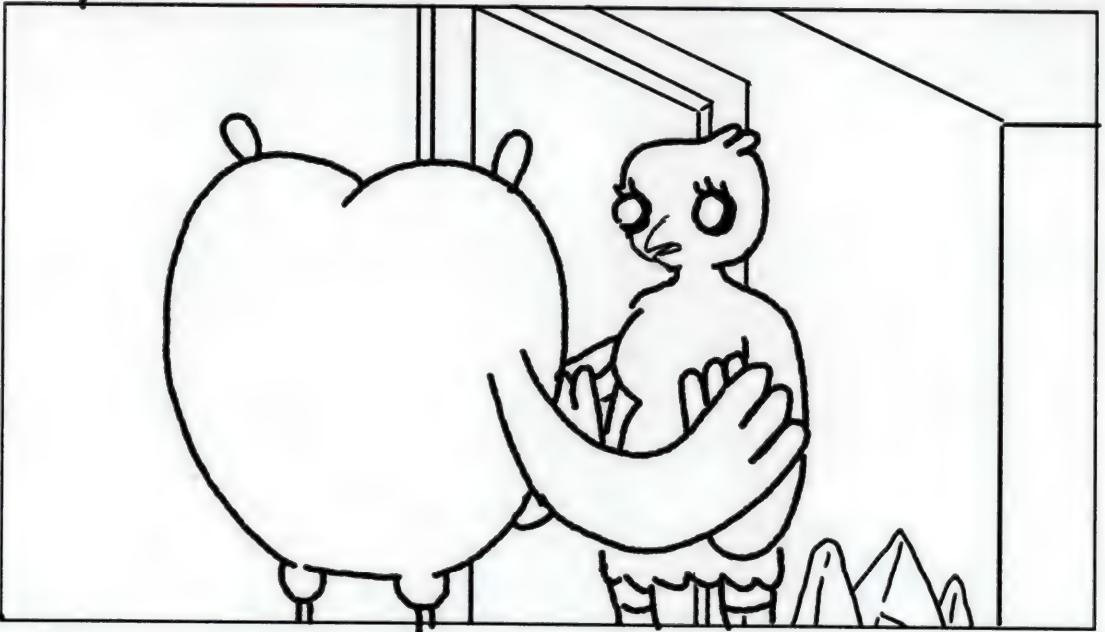
Pnl.

A

Bg.



day night



Sc. 174 cont

Pnl.

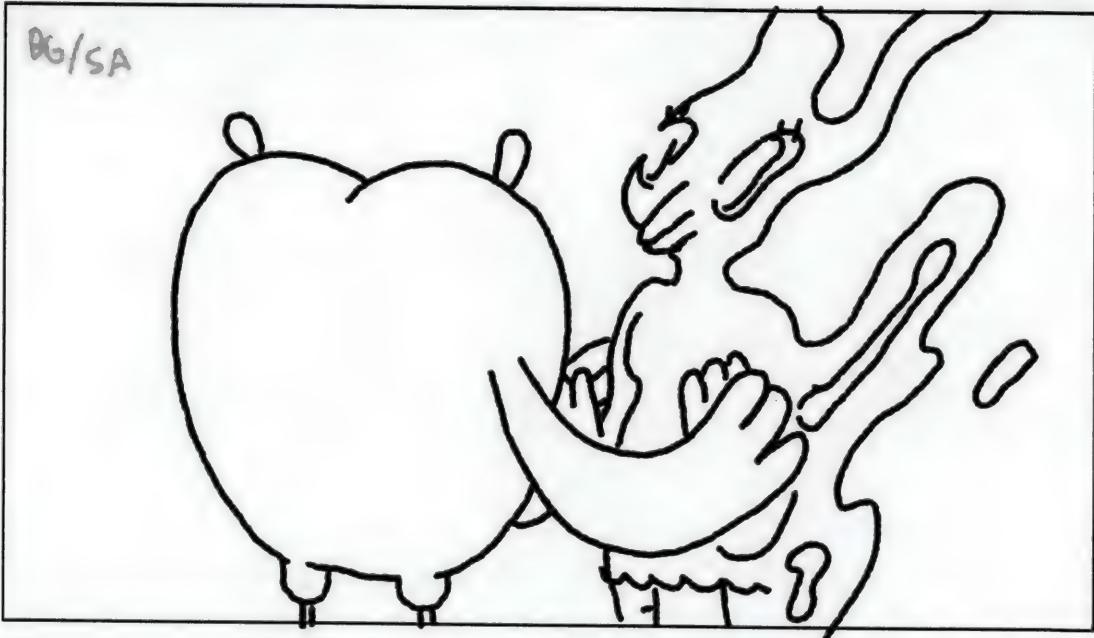
B

Bg.

Page

263

day night



Dialog:

BW : [GASP]

Action:

- DG STARTS TO TURN TO SMOKE

SEP 12 2014

Timing:

EPISODE #

1025-196

Production :

1025/196

ADVENTURE TIME



Sc. 174 cont Pnl. C

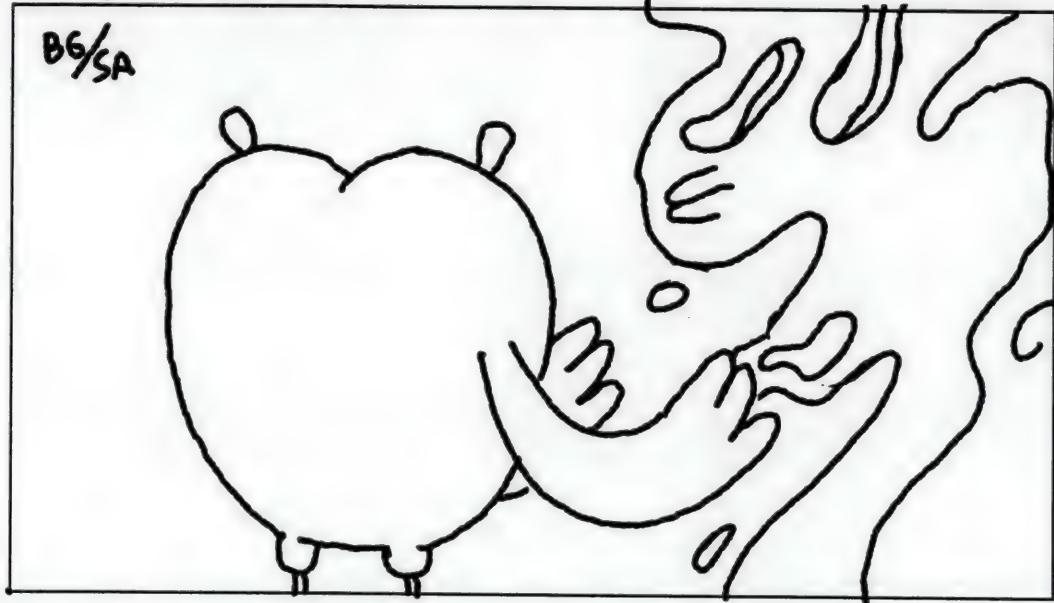
day night

Page

264

day night

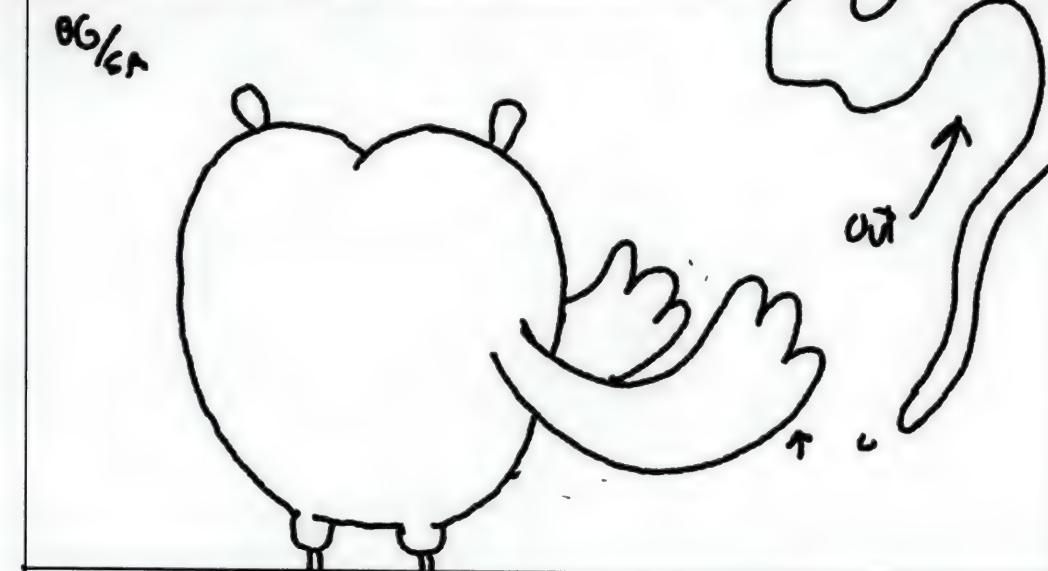
1025-196
Cut



Sc. 174 cont Pnl. D

Bg.

day night



EPISODE #

1025-196

1025/196

Dialog:

Production :

Action:

- SHE BLOWS AWAY LIKE SMOKE.

SEP 12 2014

Timing:

1025/196

CUT

ADVENTURE TIME

Sc. 175

Pnl.

A

Bg.



day night

Sc. 175 cont

Pnl.

B

Bg.

Page

265

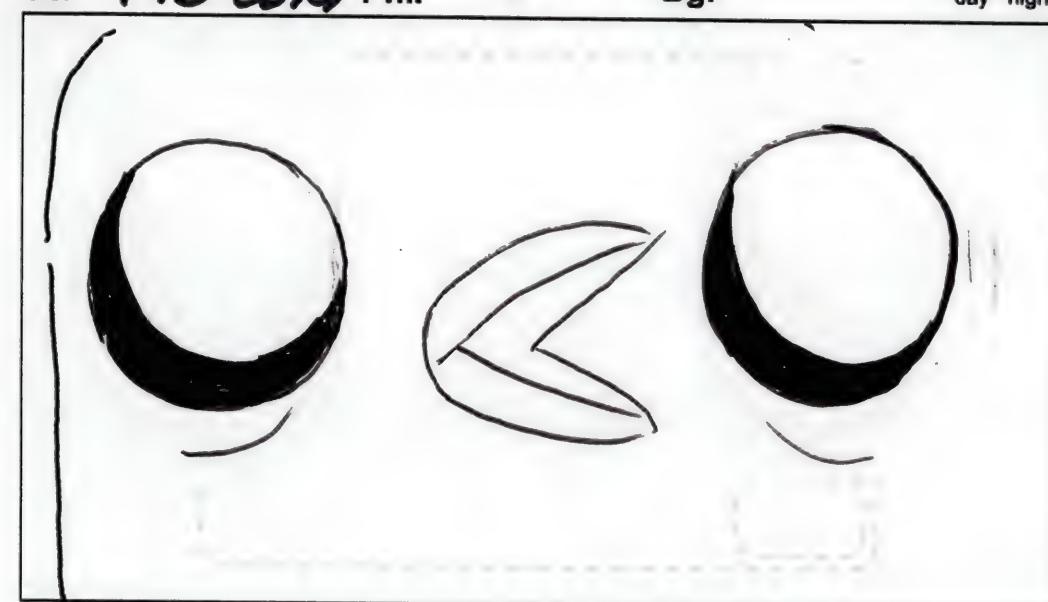
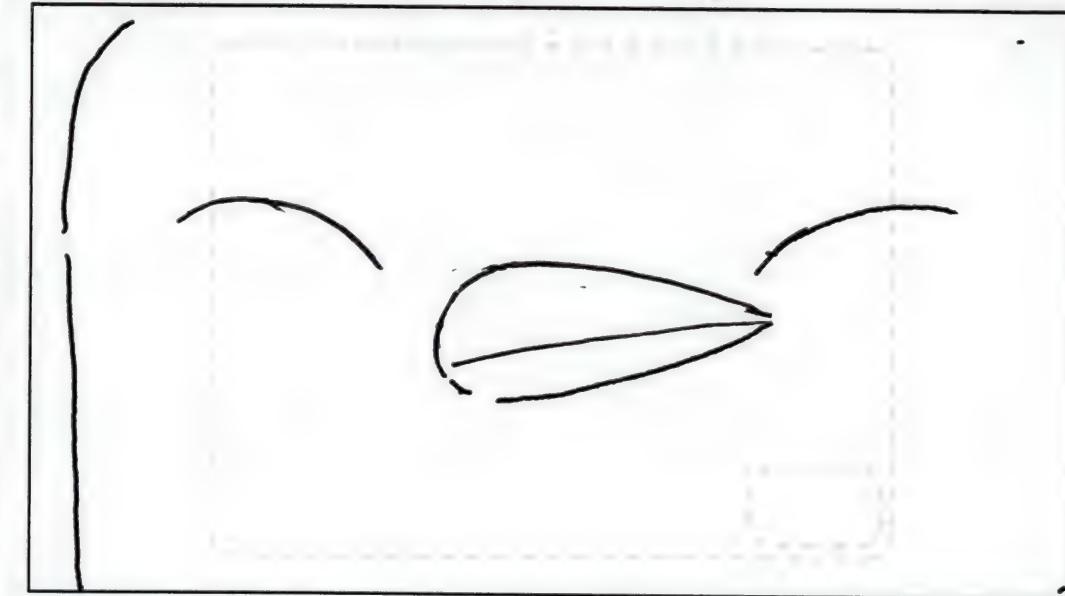
day night

CUT
1025-196

EPISODE #

Production :

1025/196



Dialog:

GUNTER / WENNK!

Action:

- GUNTER IS SLEEPING.

- Gunter wakes up.

SEP 12 2014

Timing:

1025/196

ADVENTURE TIME

1025/196

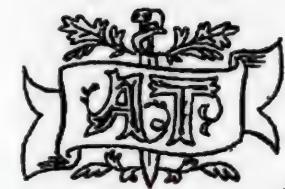
Cut
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Sc. 176

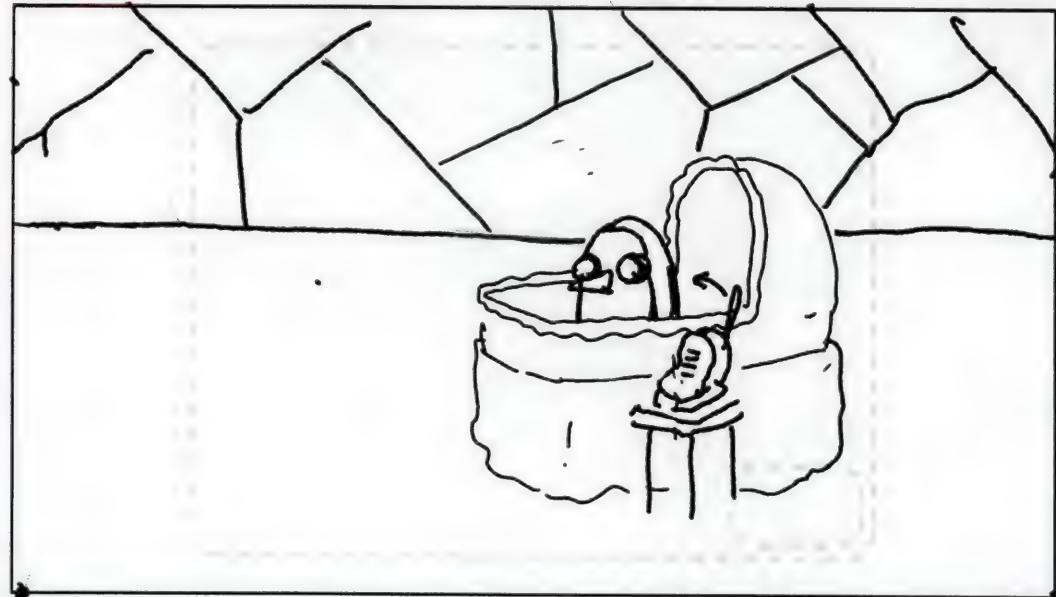
Pnl.

A

Bg.



day night



Sc. 176 cont

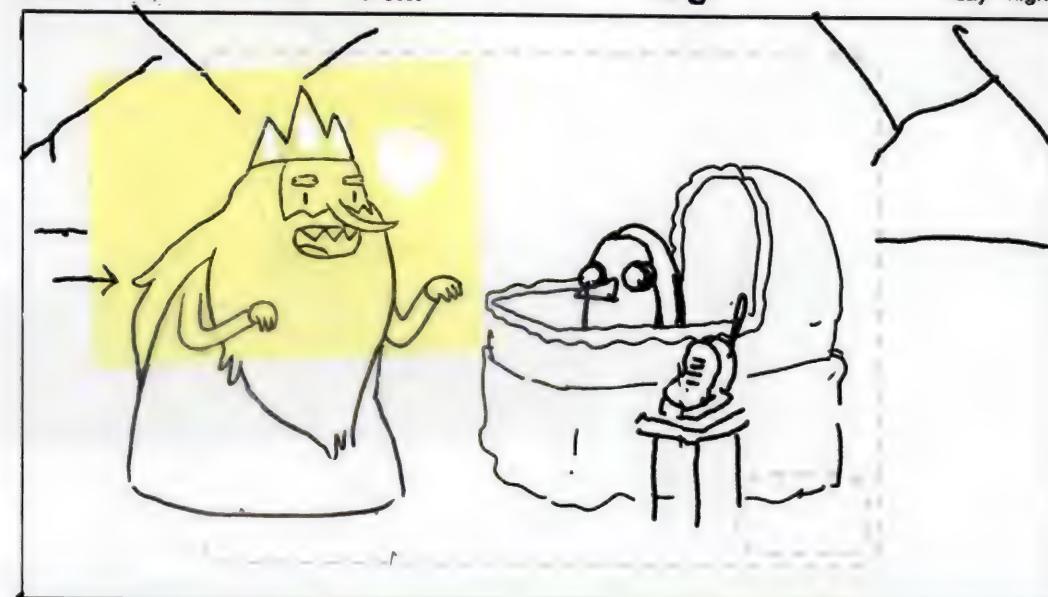
Pnl.

B

Bg.

Page 266

day night



1025-196
1025/196

EPISODE #

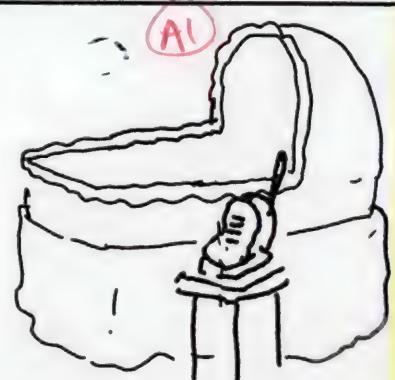
Hoax

Dialog:

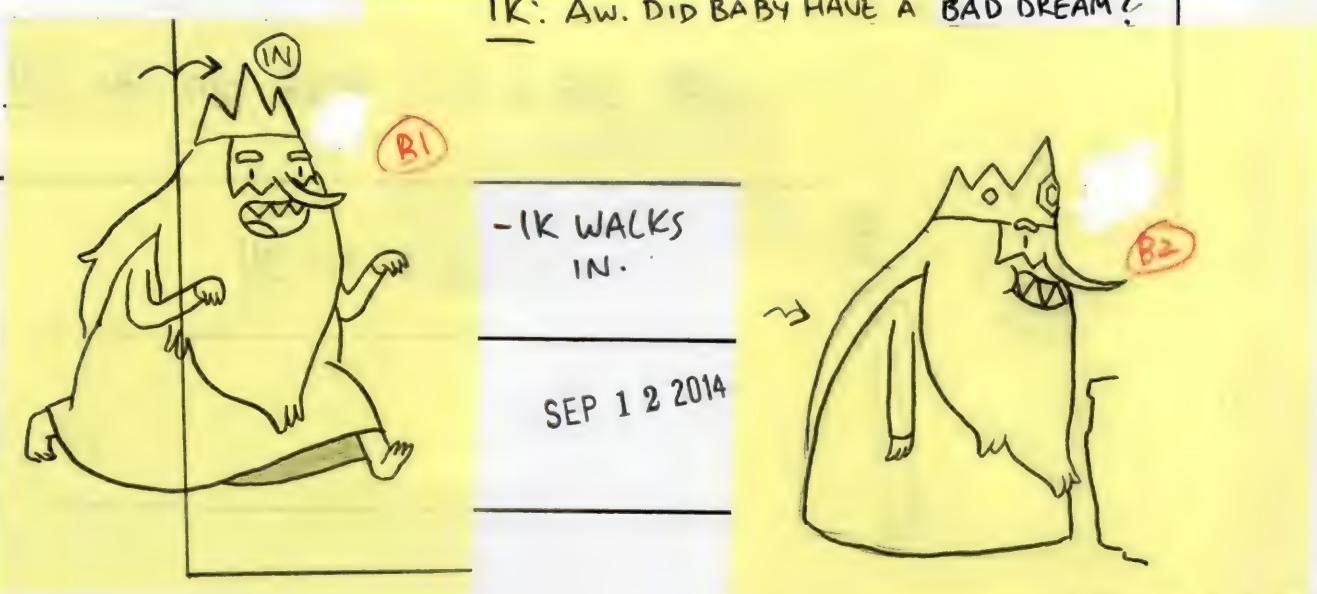
IK: (o/s) GUNTER?

Action:

GUNTER POPS UP
out of the BASINET.



Timing:



1025/196

ADVENTURE TIME

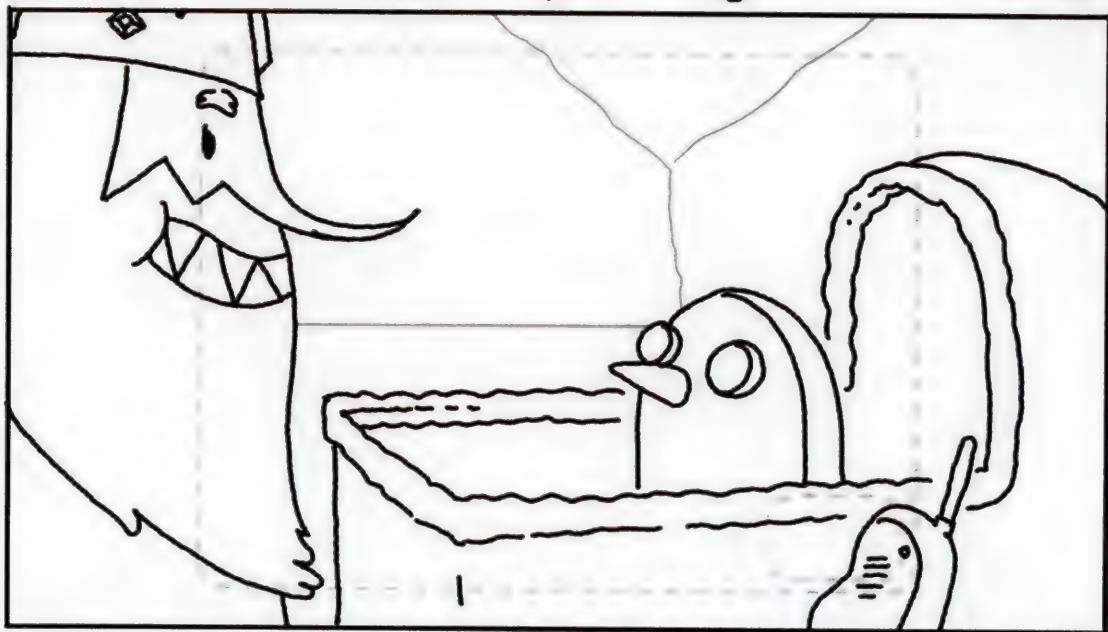
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HW Cut
Sc. 177

Pnl. A Bg.



day night

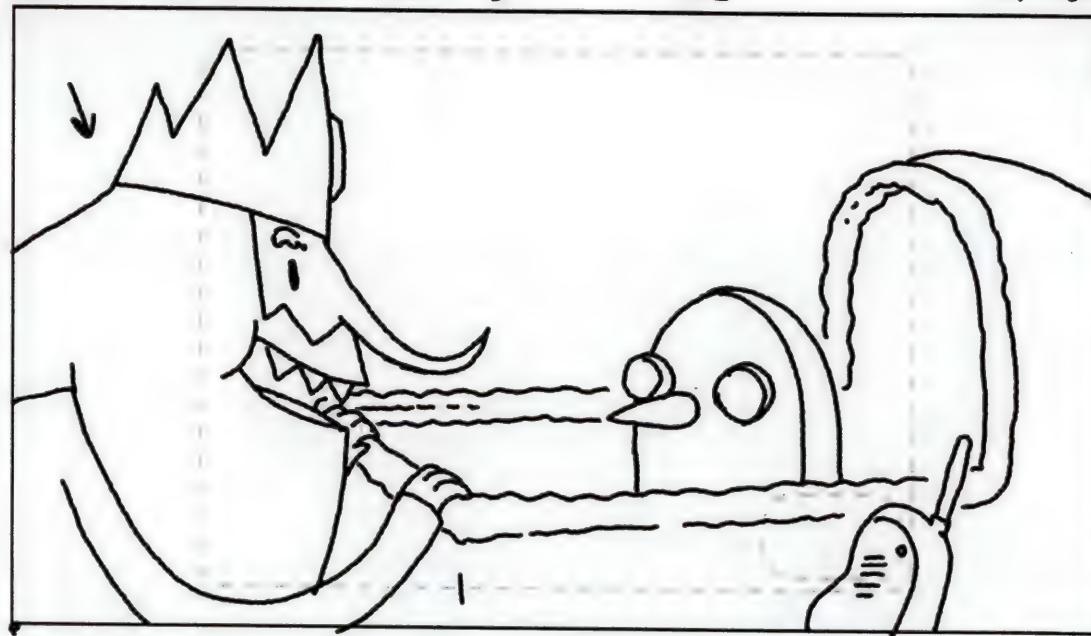


Sc. 177 cont

Pnl. B Bg.

Page 267

HW Cut
day night



Dialog:

Ik / LET ME GET YOU A BOTTLE.

Action:

SEP 12 2014

Timing:

Production :

1025-196
EPISODE #
1025/196

1025/196

TV Cut

ADVENTURE TIME

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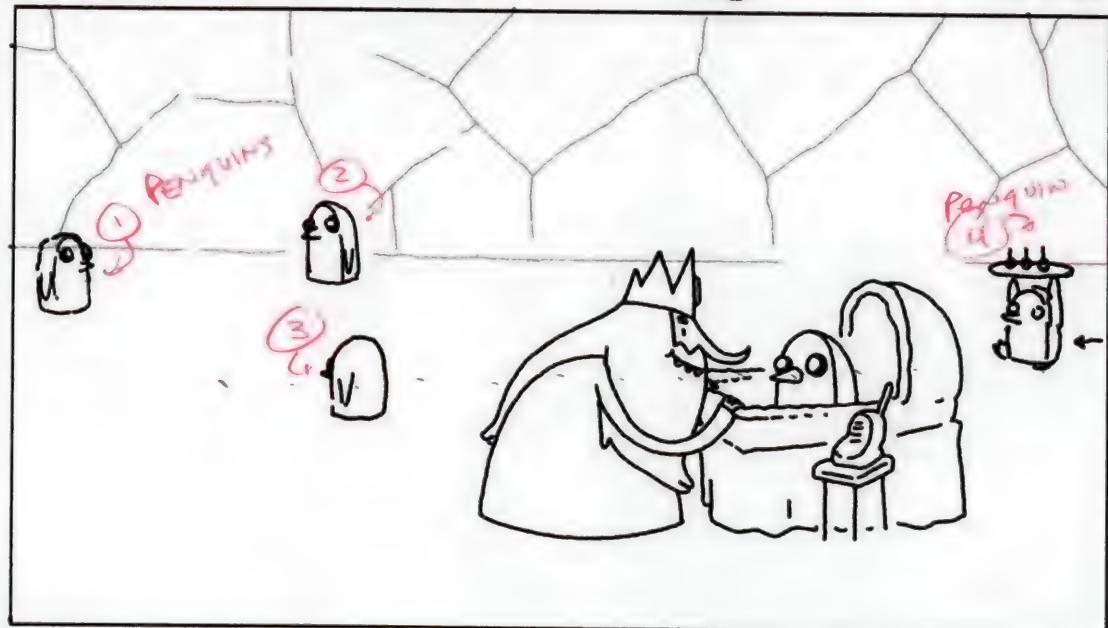
Sc. 178

Pnl. A

Bg.



day night



Sc. 178 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- Penguin walks in with trim of foot.

Ice King Reaches Back and pulls up his cloak

SEP 12 2014

Timing:



1025/196

Page 268

EPISODE #

1025-5201

1025/196

1025/196

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ADVENTURE TIME

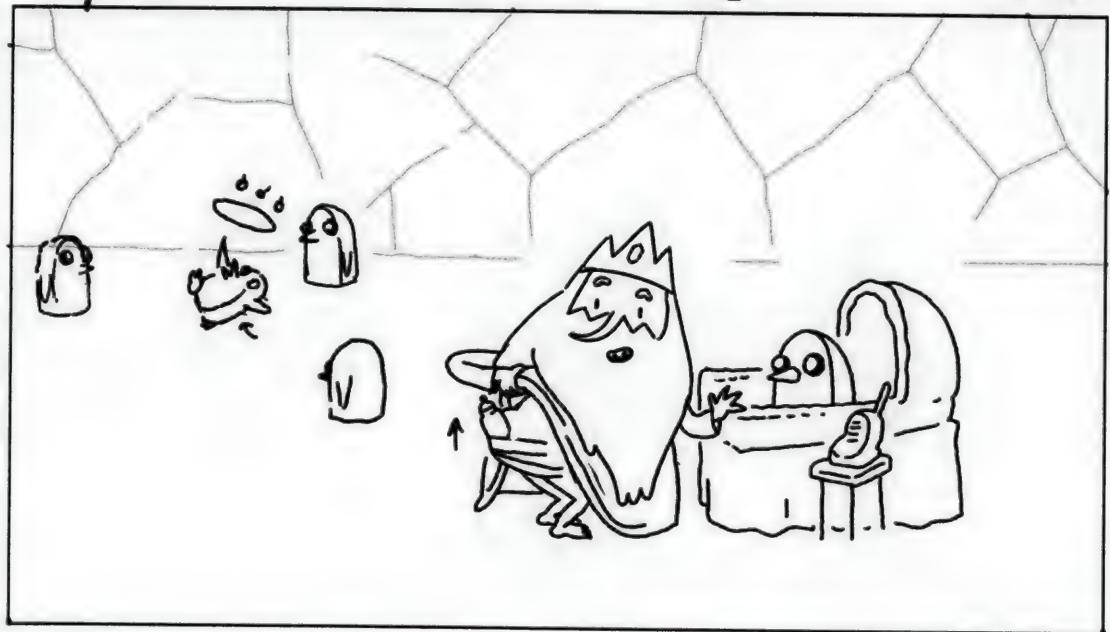
Sc. 178 cont

Pnl. C

Bg.



day night



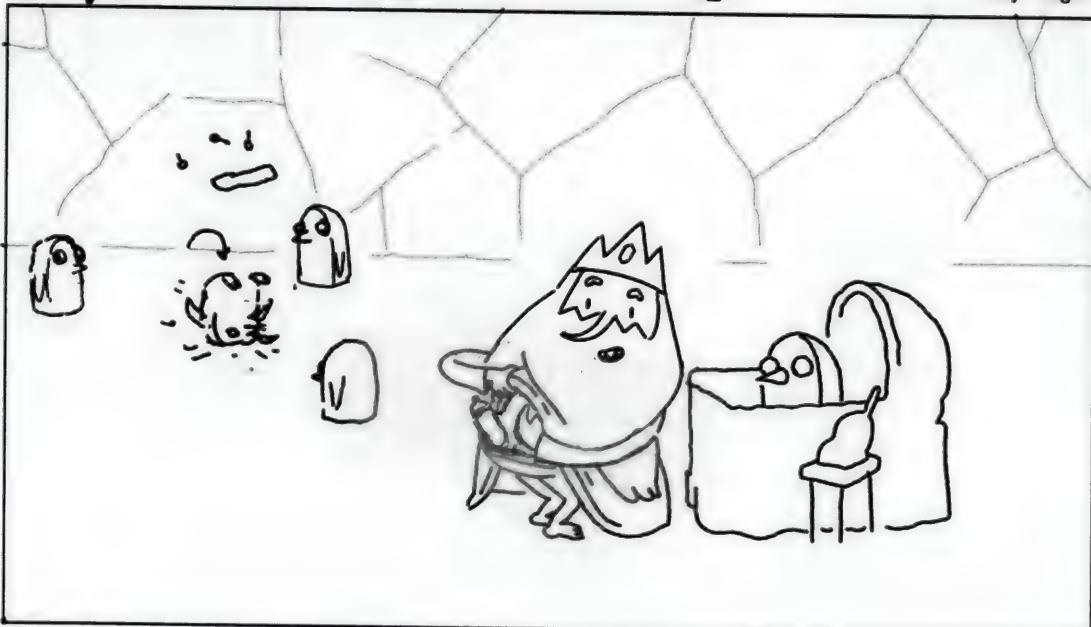
Sc. 178 cont

Pnl. D

Bg.

Page 269

day night



Dialog:

SFX:

* SMASH *



Action:

- Ice King reveals bottle hidden under his robes.
- Penguin SLIPS

- Ice King Grabs the Bottle.

SEP 12 2014

- Penguin falls mirror's falling action in Dream Sequence.

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME

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Sc.

Pnl.

Bg.

day night



Sc.

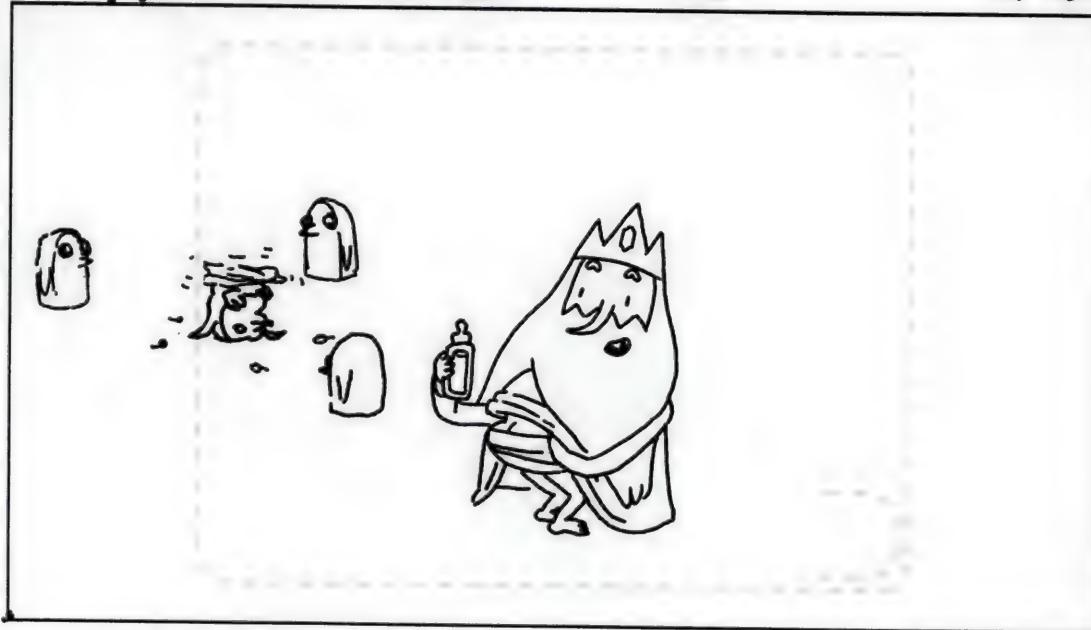
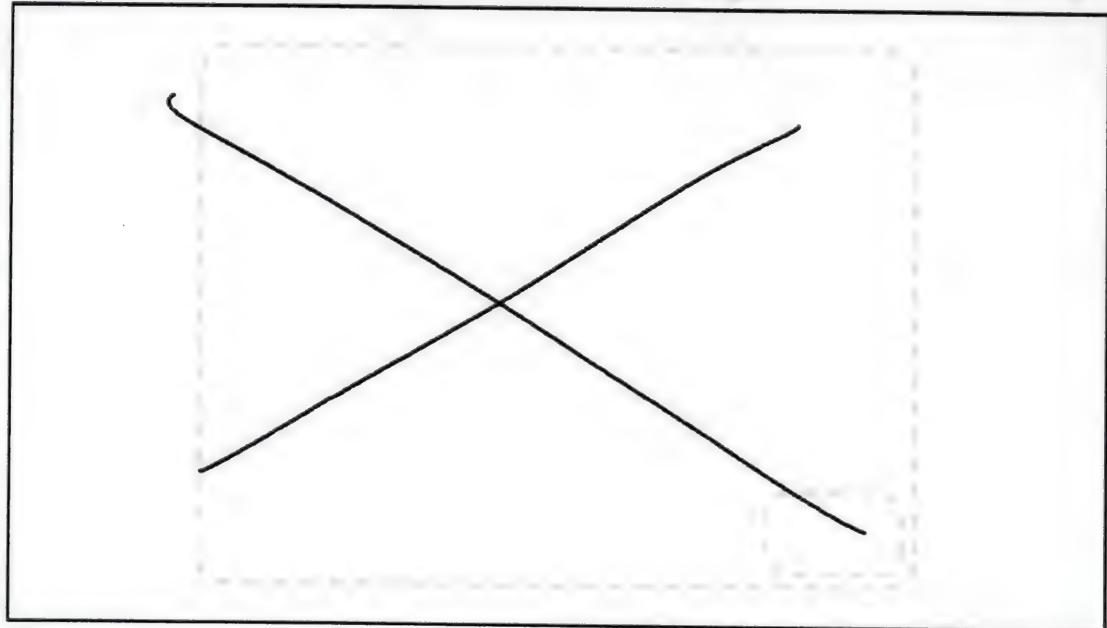
178 CONT Pnl. E

Bg.

Page

270

day night



Dialog:

Action:

-TRAY LANDS ON PENGUIN'S BUTT.
SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME

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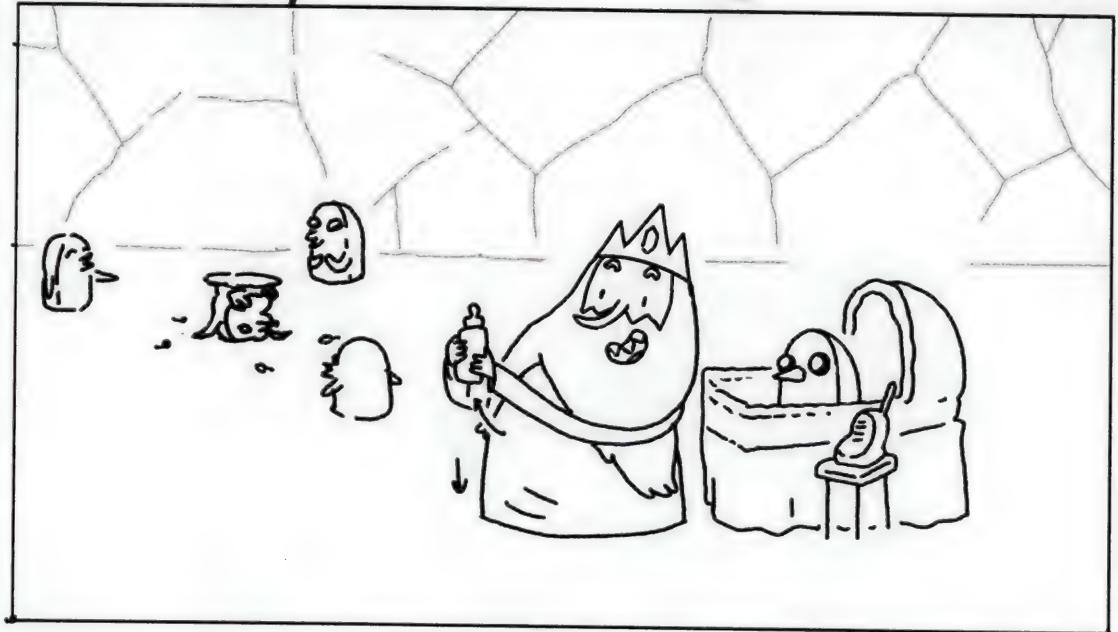
Sc. 178 *cont*

Pnl. F

Bg.



No sc. 179
HU CUT



day night

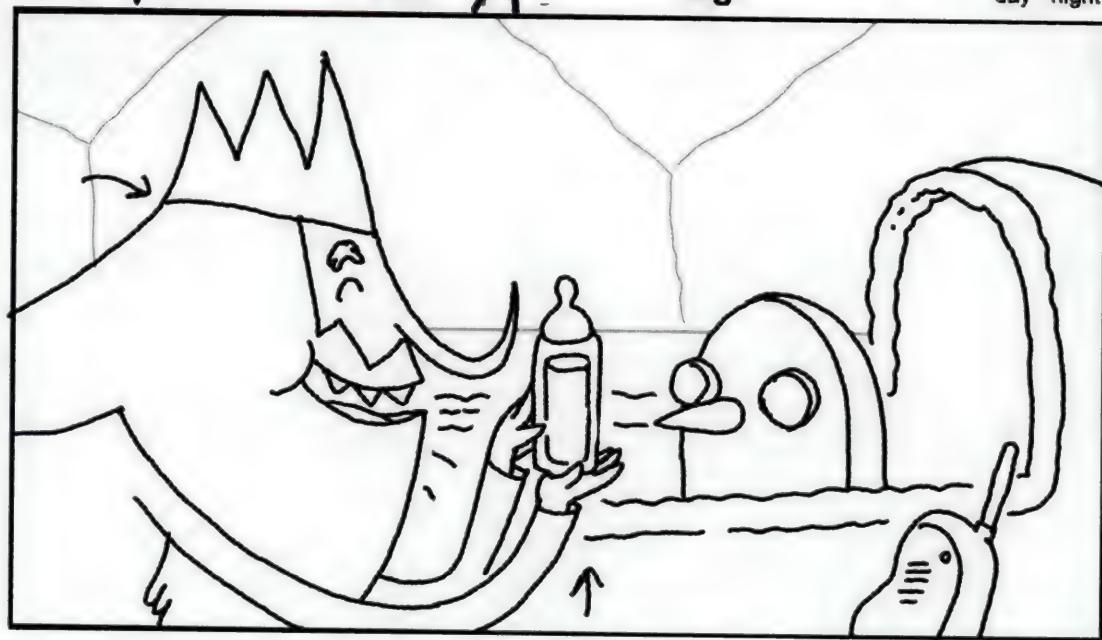
Sc. 180

Pnl. A

Bg.

day night

Page 271



day night

Dialog:

PENGUINS : [LAUGHING]

IK : AH-HA

Action:

- Penguins ALL LAUGH at fallen penguin.

- IK LEANS FORWARD

SEP 12 2014

Timing:



10 25/196

EPISODE #

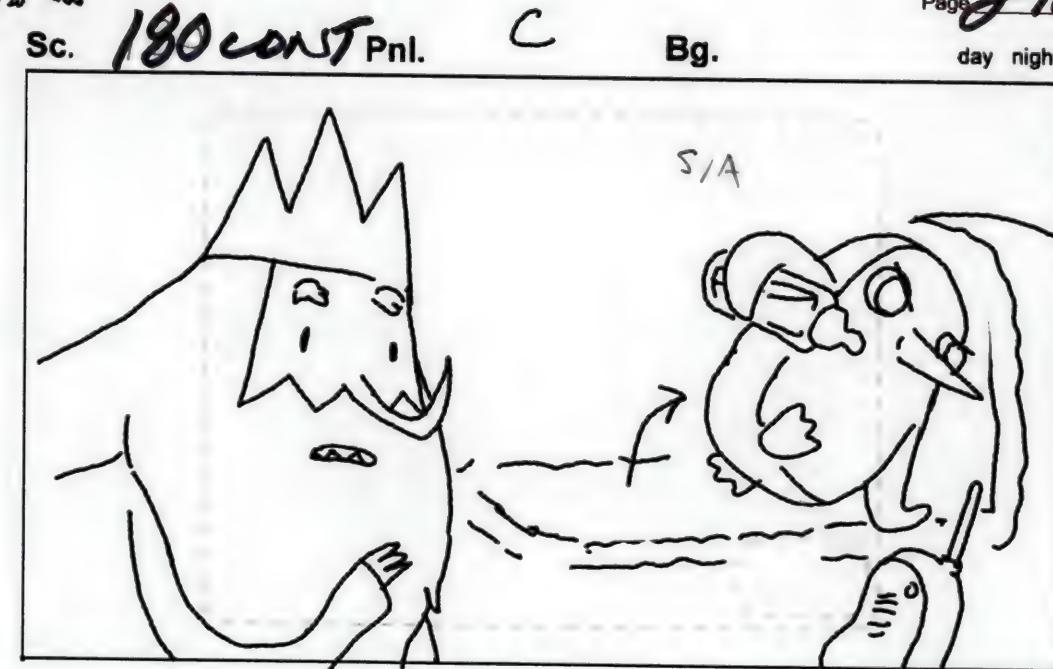
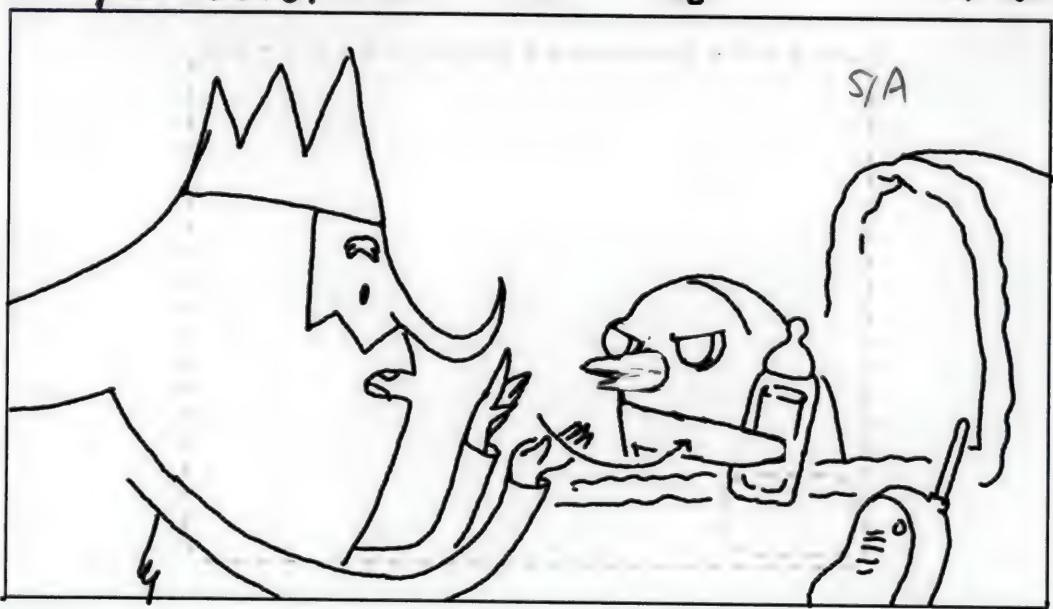
1025-196

10 25 / 196

ADVENTURE TIME

1025/196

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EPISODE #

1025-196

1025/196

Dialog:

G: WENK.

Action: GUNTER GRABS THE BOTTLE
IN ANGER.



- G. Leaps out of Businet.

SEP 12 2014



Timing:

1025/196

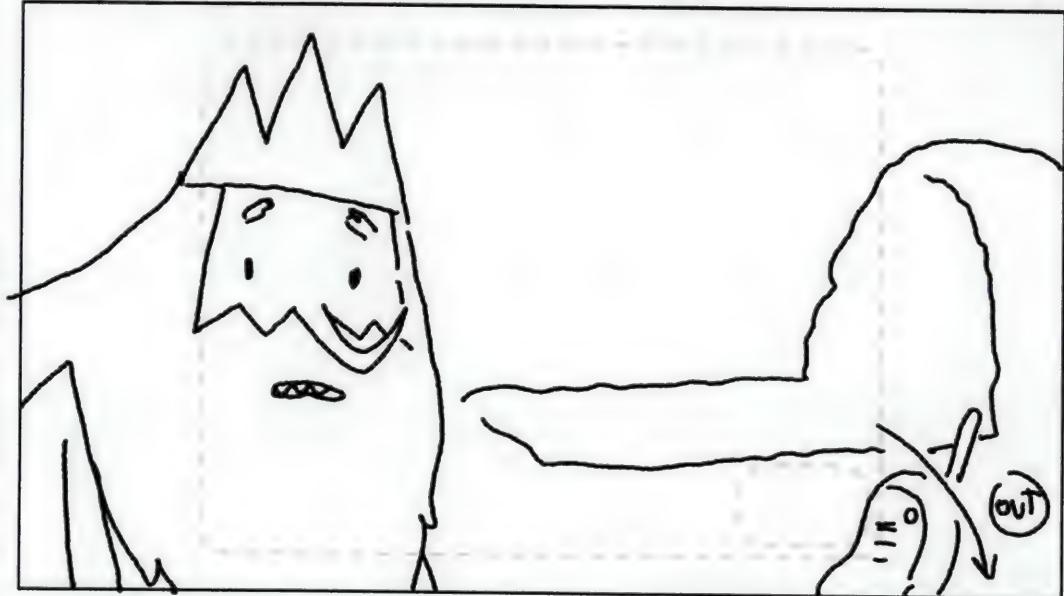
Page 272
day night

ADVENTURE TIME

1025/196

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Sc. 180 *CONT* Pnl. D Bg.



day night

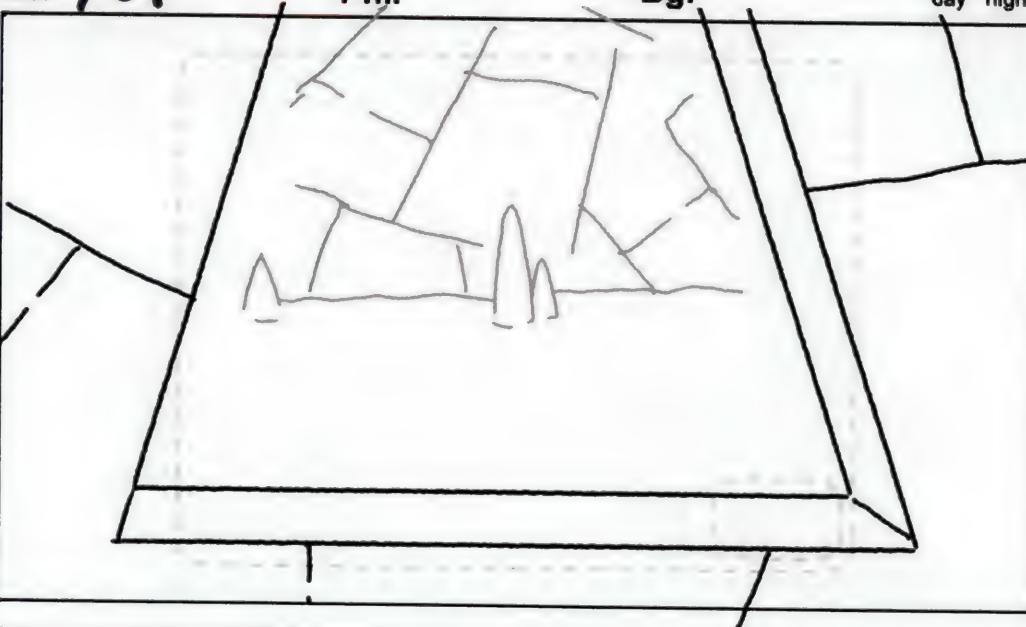
Sc. 181

CUT

Pnl. A

Bg.

Page 273
day night



Dialog:

IK: WHAT'S EATING HIM...

Action:

- WINDOW

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

ADVENTURE TIME

1025/196

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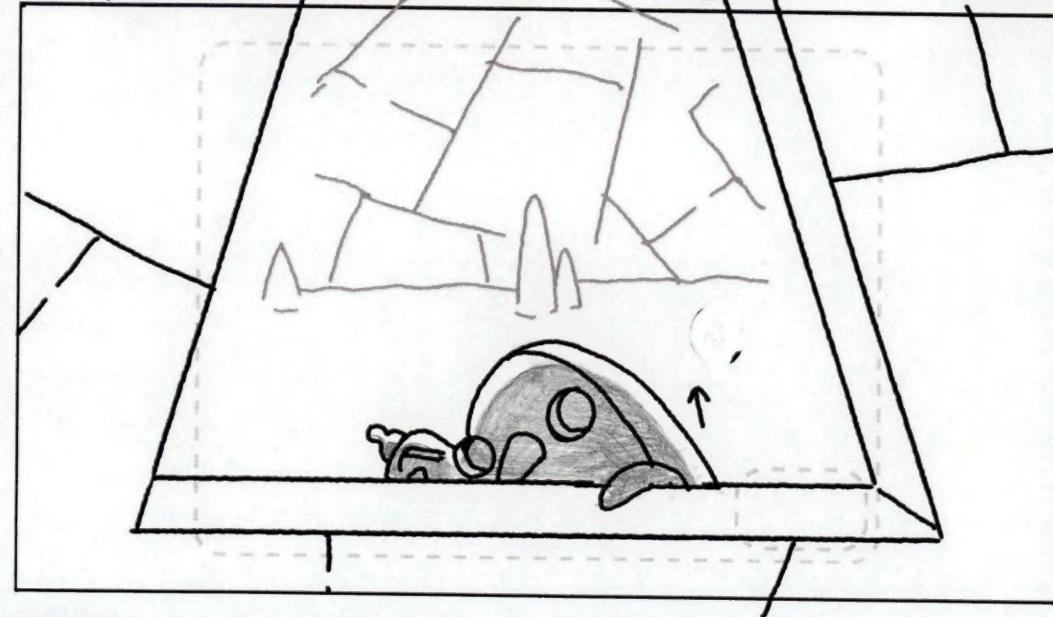
Sc. 181 cont

Pnl.

B

Bg.

day night



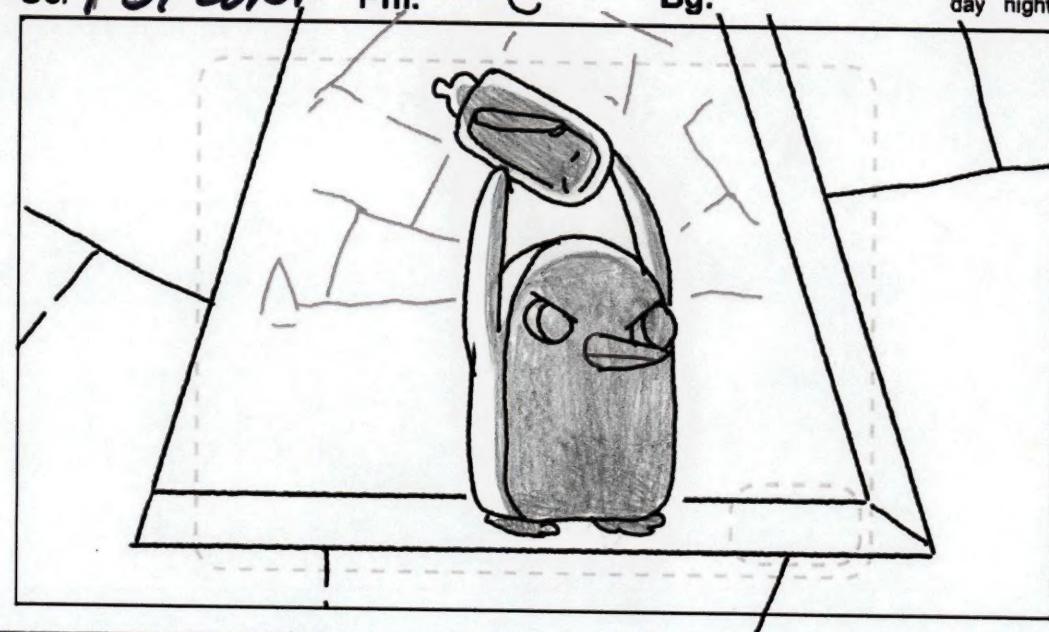
Sc. 181 cont

Pnl.

C

Bg.

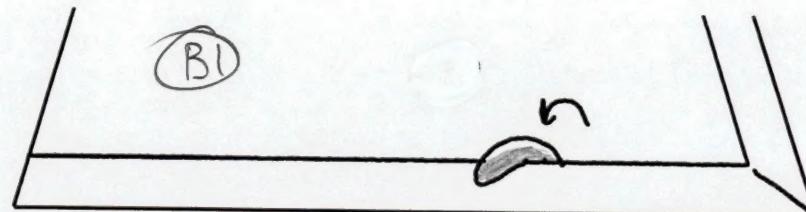
day night



Dialog:

Action: GUNTER CLIMBS UP ON WINDOW SILL

Timing:



G STARTS TO THROW THE
BOTTLE.

SEP 12 2014



Production :

Page 274

day night

1025-196

1025-196

EPISODE #

1025-196

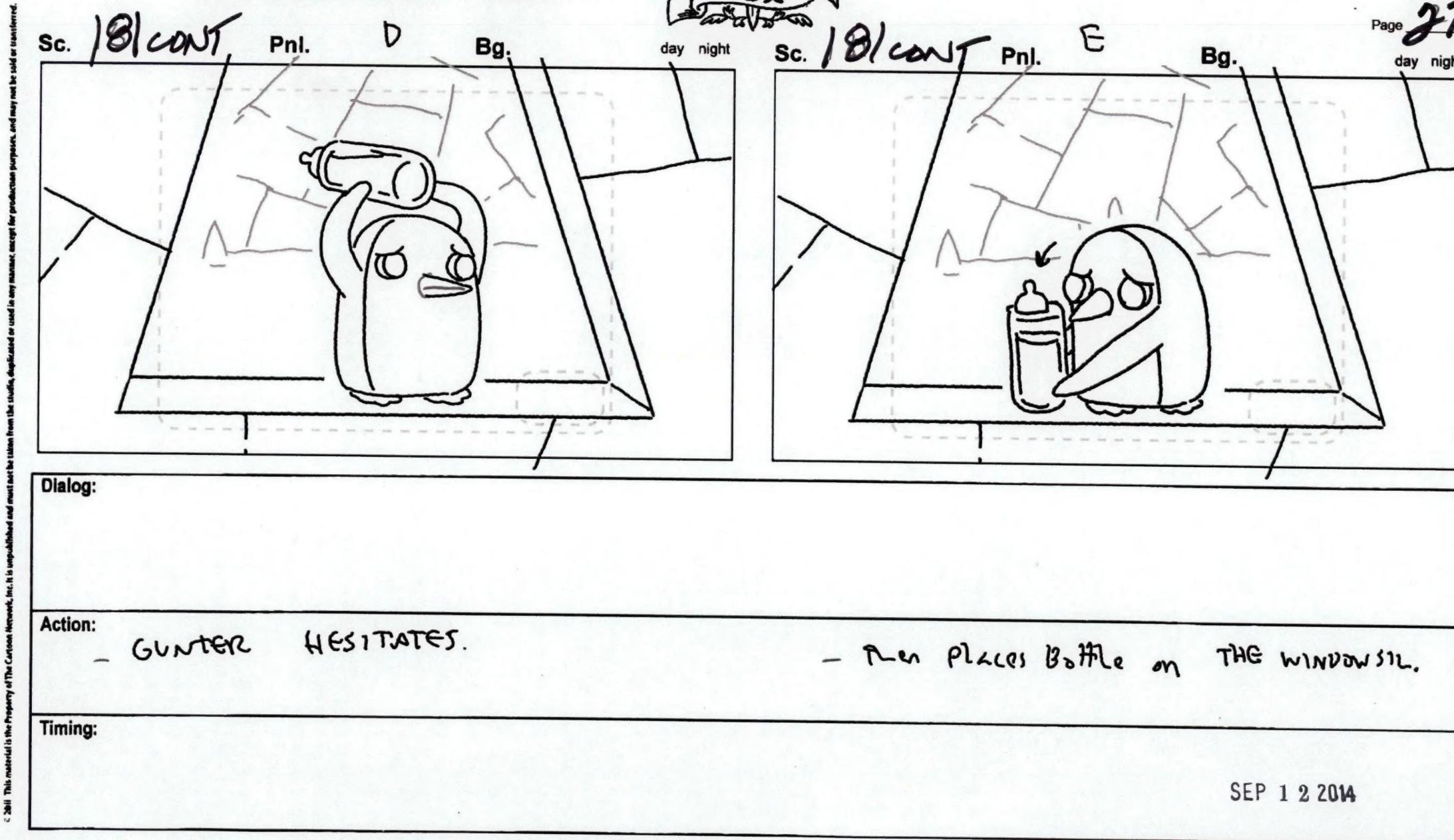
1025-196

1025/196

ADVENTURE TIME



1025/196



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Page 275

1025-196

EPISODE #

1025/196

1025/196

ADVENTURE TIME



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Sc. 181 cont

Pnl.

1

Bg.

day night

Sc. 182

A

Page

day night



Dialog:

Action:

- G. WATCHES NIGHT SKY.

SEP 12 2014

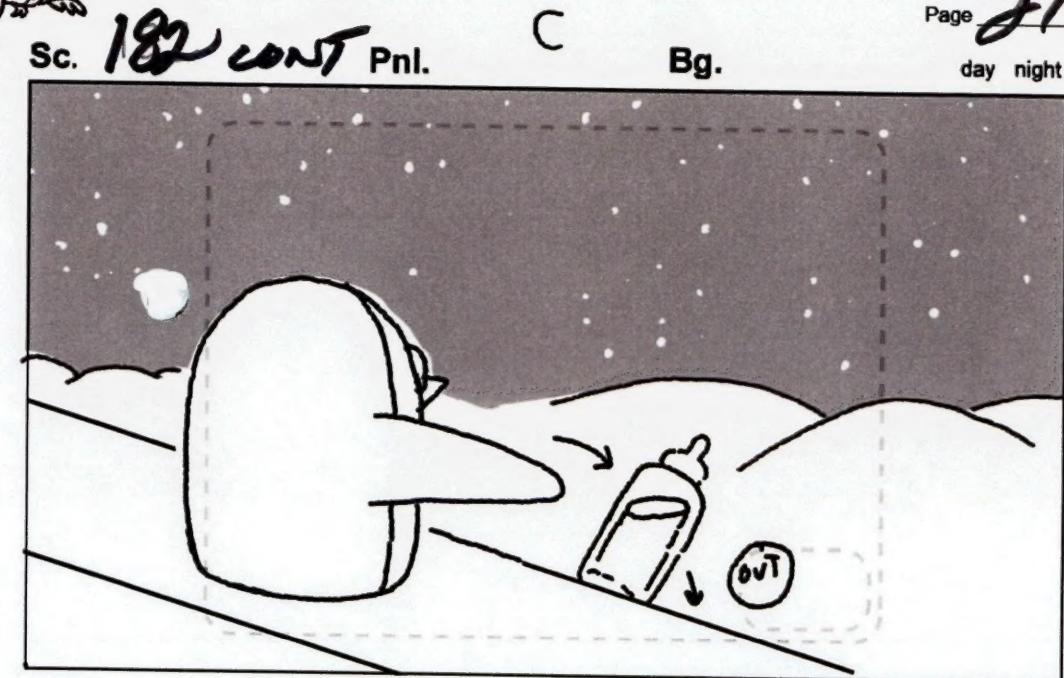
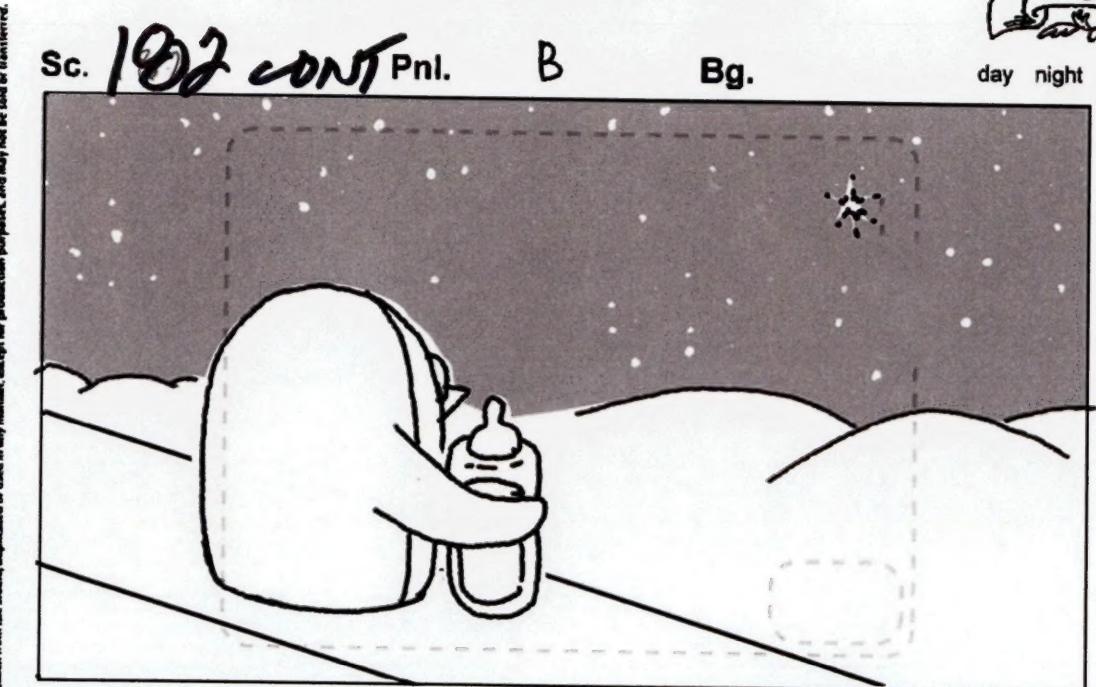
Timing:

Production :

1025/196

1025/196

ADVENTURE TIME



Page 277
X top

1025-196

EPISODE #

1025/196

1025/196

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Dialog:

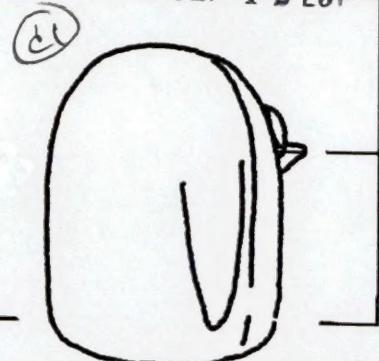
Action:

SHOOTING STAR SWEEPS ACROSS THE NIGHT SKY.

-G. pushes bottle over.

SEP 12 2011

Timing:



1025/196

Production :